

PRIMA'S OFFICIAL

STRATEGY GUIDE



Detailed maps  
for each level

# DUNGEONS & DRAGONS HEROES



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# PRIMA'S OFFICIAL STRATEGY GUIDE

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# PRIMA GAMES

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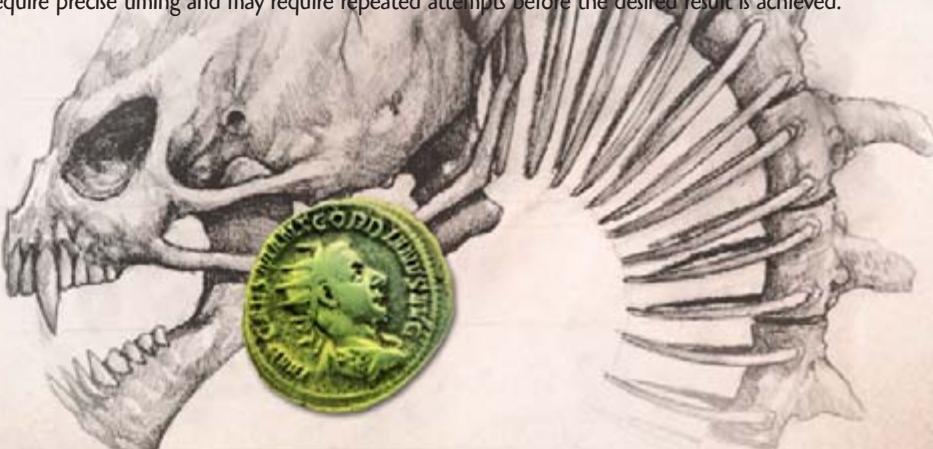
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## Introduction

**C**one hundred and fifty years ago, a new and growing darkness descended upon the peaceful land of Baele. The wizard Kaedin had opened four portals, each leading to a different plane of existence, and harnessed the power of the planes to create four different Gems,

each as strong as the plane that bore it. He then created a fifth Gem to channel the power of the wind itself and entrusted it to a fearsome beholder who protects it to this day.

With these Gems, he became more powerful—and more malevolent—than any wizard ever known. Town after town fell in his wake, and the future was uncertain at best. Fearing its demise, the Kingdom of Baele called for its best and brightest, and four brave souls answered the call.



They traveled to Shadow Keep, confronted the wizard, and, against all odds, they defeated him. But in the seconds before he died, Kaedin cast a spell to kill them all. With his death, the grateful citizens of Baele tore down Shadow Keep. The Gems were banished to the planes and the entrance to the Portals was sealed, trapping the Beholder within. A new castle was built on top of the remains: the present-day Castle Baele.

# Introduction



Meanwhile, the four Heroes were given a champion's burial, and Kaedin's remains were tossed in an unmarked crypt....

One hundred and fifty years later, a group of evil clerics sought to channel the dead wizard's power as their own, but the power they hoped to control quickly killed them all.

Now Kaedin is alive once more, and his castle has re-formed, magically suspended in the sky high above Baele. A darkness brews in the winds around it, and Baele's troubled elders recount stories from long ago when town after town was destroyed and the Gems' powers terrified them all.

The four Heroes who defeated Kaedin are once again called forth. They are weak and have lost nearly all their former power, but their courage will see them through as they fight to regain all they have lost and become Heroes once again!



## So It Begins...

The luckless town of Baele needs their Heroes again, and you're the one they're looking for. In this guide, you'll find all the information you need to regain your Hero's strength, equip yourself for mighty battles, and break the evil Kaedin's hold once and for all.

With maps, walkthroughs, and detailed Hero information, the pages within this guide will prepare you well.

So settle down and study up to get the help you need for *Dungeons & Dragons Heroes*.



# Basics

A hundred and fifty years have passed since the four Heroes of Baele have seen battle, let alone daylight. With that kind of layoff, you can't expect them to drudge through dangerous, creature-filled lands without a refresher course, can you? Of course not. We've devised this Basics section to get you in tune with your Hero of choice as he or she prepares to once again conquer the great and powerful wizard, Kaezin.

In this Basics section you'll find all the essential knowledge needed to navigate through *Dungeons & Dragons Heroes*. This includes game menus and full explanations of stats, leveling up, and Hero attributes, all of which are useful in mastering your Heroes' capabilities and halting the wrongdoings taking place in the Castle of Baele.

## Controls

Get familiar with the game controls. The default button presses are listed below.

## Default Controls

Button Press	Action
Left Analog Stick	Movement
Right Analog Stick	Rotate/Zoom Camera
A	Melee Combo
X	Power Move 1
Y	Power Move 2
B	Item
L	Block
WHT	Healing Potion
BLK	Mystical Will Potion
R	Auto-Map
(H) (Hold)	Display Action Menu
(+, R)	Change Moves or Items (with Action Menu open [Hold (H)])
BACK	Display Hero Review Screen
START	Pause/Game Options Menu



Button locations on S-type controller vary slightly.

## HUD (Heads-Up Display)

Both the player number and the corner your HUD occupies are based on the port your controller is connected to. A single-player game may be played using any port, so if a player plugs his controller into port 4, his player number is 4, and his HUD appears in the 4th player slot (lower-right-hand corner). This also determines the player color for multi-player games using the Co-op circles option. Below is a breakdown of the information displayed on the Heroes' HUD.

### Experience Points (Green Bar)

The green bar measures your experience. Even if the bar's full, nobody's leveling up or getting any bonuses until the press **BACK**. If players choose to ignore this and end up earning enough experience to level up multiple times, whenever they press **BACK**, they'll go through the level up process for each of the levels they've earned in the meantime.

### Hero Name

You'll find the name of your Hero here. You can customize the name of your Hero when you start a new Hero. A customized name helps in determining your HUD in multiplayer situations.



### Active Gem

The Active Gem circle of the HUD indicates the Gem in use, however this will not be applicable until the Hero has learned how to employ the powers of the Gems.



There are five Gems located throughout the game worlds. After you collect all five Gems, they can be used to greatly enhance the damage dealt by a Hero's Ancestral Weapon. These are the same Gems used to open the Portals within Castle Baele.

### Skeleton Keys

The Key symbol indicates the number of Skeleton Keys in the Hero's possession. Skeleton Keys are found in breakable objects, for purchase in shoppes, and dropped by creatures. Use these keys to open chests, doors, and gates.

### Hit Points (Red Bar)

The red bar is your Hit Points (HP) meter. This keeps track of your remaining Hit Points.

### Mystical Will (Blue Bar)

The blue bar is your Mystical Will (MW) meter. This keeps track of your remaining Mystical Will.

### Mystical Will Potions

The blue potion bottle indicates the number of Mystical Will Potions in the Hero's possession. These restore portions of the Hero's MW and are found in breakable objects, for purchase in shoppes, and are dropped by creatures. To use a Mystical Will Potion, press **BLK**.

### Healing Potions

The red potion bottle indicates the number of Healing Potions in the Hero's possession. These restore portions of the Hero's HP and are found in breakable objects, for purchase in shoppes, and are dropped by creatures. To use a Healing Potion, press **WHT**.



## Action Menu

The Action Menu lists your current combat button configuration. Through this menu, a player can access the different moves and items that a Hero possesses. Only two Power Moves and one item can be assigned to button presses at a time. Knowing when to change moves and items will depend on the needs of the group, enemies encountered, and/or the elements present in battle.



To access the Action Menu, hold down the right trigger (R) at any point during the game. With the trigger held, you can then scroll through the Hero's available moves and items to assign them to a button press with the directional pad (D) or right analog stick (R).



Changing between Power Moves during battle will often cost you more health than you would save by changing moves due to the continuing action that takes place around you. To make the changes without a continued assault by your foe, make sure Slow Action Menu is set to "on" in the Game Options (START). This will slow the action around your Hero while the Action Menu is up, enabling you to select the right move for the job without interruption.



## Hero Review Screen (BACK)

The Hero Review Screen can be accessed at any point in the game by pressing BACK. This screen contains all the information pertinent to your Hero, including his or her quests and all Hero statistics.



Hero Review Screen, one of six sub-screens

The Hero Review Screen gives you a glimpse of your Hero's appearance as well as the Hit Point and Mystical Will totals, both of which can be found under the image of the Hero.

**Hit Points:** Hit Points (HP) measure a Hero's overall health, and they regenerate over time. As Heroes gain experience and reach new levels, they automatically gain additional HP and can survive more damage in combat.

Some Hero Abilities and traits modify HP. A higher Constitution, for example, helps your Hero gain more HP when he or she gains a level.

**Mystical Will:** Mystical Will (MW) measures a Hero's overall energy and regenerates over time. MW is expended each time a player uses a Power Move. The amount of MW needed for a Power Move varies depending on the individual Power Move and its power level. The more powerful the move is, the more MW is used to perform it.

Like Hit Points, some Hero Abilities and traits modify MW. For example, the Meditation and Inner Strength traits will help your Hero regenerate Mystical Will faster.

**Carrying Capacity:** Base Strength, plus any modifiers, determines a Hero's carrying capacity. The stronger the Hero, the more he or she can carry. Some items allow you to magically modify your Hero's strength allowing him or her to carry more than usual.

When you try to pick up an item that you can't carry due to its weight in relation to your max, you can't pick it up. So, if you have 180 lbs out of 200 lbs max CC and are trying to pick up a 30 lb item, you won't be able to and will get a message under my HUD letting you know. If you get a magic ring that increases your carrying capacity from 200 lbs to 250 lbs, you can pick up 250 lbs worth of stuff as long as you're wearing that ring. If you take that magic ring off, now dropping your CC back down to 200 lbs, you still can't pick anything up, and must drop down under the 200 lbs mark before you can pick stuff up again (or you could just put the ring back on).



Rather than dropping items when encumbered, hustle to a Warp Point and use a Warp Stone to return to the Castle Shoppe to sell unneeded items. This lightens your load and fills your pockets with gold.

The remainder of the Hero Review Screen information is broken up into the following six tabs: Equipment, Items, Moves and Traits, Stats Screen, Quest Screen, and Quest Items. Below is a breakdown of each tab and the information displayed therein.





## Equipment (Boots Icon)



The equipment inventory displays everything that can be equipped in a Hero's possession. As these items are acquired throughout the game, they will be added to this list. To equip or unequip an item, scroll to the desired item and press **A**. Equipped items are marked with a blue glow at the left and right edges of the item's selection bar.

Certain melee weapons and armor require proficiencies or can only be equipped by a particular Hero class. Melee weapons and armor that your Hero cannot equip will be grayed out.



## Items (Potion Icon)



The items inventory displays all the items, thrown weapons, and potions in a Hero's possession. As these items are acquired throughout the game, they will be added to this list. To use an item, press **A**. Items that can be thrown or used via the Item button (**B**) can be readied from this screen as well, and are marked with a blue glow on the left and right edges of the item's selection bar. Only one item can be readied in the Items Inventory

As in either inventory screen (equipment or items), items are shown in list form with the name, weight, and quantity of items presented. When highlighted, a description of an item can be found at the bottom of the screen containing item descriptions and/or stats. It is in this description that a player will find the damage range of weaponry and the AC of armor.



Some items, such as skeleton keys or raise dead amulets, cannot be used with a button press. They are "situation dependent" and can only be used when the time is right.



## Moves and Traits (Circles Icon)

The Moves and Traits screen enables you to review your Hero's moves, traits, and proficiencies. If you have any Level Up Points available, you may also unlock new moves or higher levels of existing moves. You may also go here to read about moves and traits you can't afford yet.

**Level Up Points** are earned every time you level up and can be used to unlock or enhance Power Moves, traits, and proficiencies. Your Hero's current total of expendable Level Up Points appears in the screen's upper right. Power Moves, traits, and proficiencies appear below along with an associated cost for each one. If a move is available to you due to sufficient Level Up Point funds, then the move name will appear in yellow. Transversely, if you cannot afford the move cost, the move name will be grayed out.

To unlock a Power Move, trait, or proficiency, highlight it and press **A**. Most moves have multiple levels with increasing costs; the blue circle fills up for each level that you unlock.

## Stats Screen (Body Icon)



The Hero's six Ability scores determine many things that affect the Hero's performance in the game. Everything from how much you can carry to how much money you'll get for selling an item is affected by the Abilities.

Since the four classes focus on different things, their beginning ability scores vary widely. The fighter starts with great Strength but low Intelligence, while the wizard is the opposite. Here we'll describe what each of the Abilities are and what they cover.

**Strength**—Affects carrying capacity, as well as melee and thrown weapon damage. The higher the Strength, the more damage caused and the more weight the Hero can carry.

**Dexterity**—Affects Armor Class (AC), a measure of how much damage is sustained from a hit. The higher the AC, the better protected the Hero and the less damage he or she receives.

**Constitution**—Affects the amount of bonus Hit Points gained on Level Up. The higher the Constitution, the higher the Hit Point bonus.

**Intelligence**—Affects Mystical Will gain on Level Up and spell strength. The higher the Intelligence, the more Mystical Will gained and the stronger the spell.

**Wisdom**—Affects Mystical Will recharge rate. The higher the Wisdom, the faster the recharge rate.

**Charisma**—Affects Level Up Point gain and the selling price of items. The higher the Charisma, the more Level Up Points gained and the more money earned from selling items.



## Secondary Stats (Body Icon)

In the same list as the Abilities, you'll see the secondary stats. Some of them are vitally important (such as AC), while others are more for your curiosity (such as Best Hit). Peruse them when you need to.

**Next Level**—XP needed to gain the next level.

**Total XP**—Total XP earned.

**AC (Armor Class)**—A measure of how much damage is sustained from a hit. The higher the AC, the less damage you receive.

**Damage**—Current melee damage range.

**Kills**—Total enemies defeated.

**Best Hit**—The most HP damage done to an enemy.

**Gold**—Total quantity of gold pieces.

## Quest Screen (Book Icon)



The Quest Screen is where you can find information about the Hero's current and completed quests. Current quests are highlighted in yellow, while those completed are grayed out. When scrolling through quests, look for information on each quest in the description box below the list.

## Quest Items (Amulet Icon)



The Quest Item screen displays the quest items in a Hero's possession. These items are picked up throughout the game and pertain to quests. It is here that a player can also find their Soul Shard quantity.

## Items

Throughout the game you will come across items and objects found in chests, slain enemies, shoppes, and breakables. These items include potions, gold, armor, and weaponry, all of which are of great importance to the traveling Hero.

## Melee Weapon

All Heroes wield a melee weapon, and will find some throughout the course of the game in chests and drops from dead enemies. Look for the name of the melee weapon to appear under your HUD as it is picked up. A Hero must be proficient in a melee weapon type before being able to equip it. Some melee weapons are class-specific. Melee weapons can be equipped in the Hero Review Screen.

## Armor

Like weaponry, armor can be found throughout the game and purchased in the Shoppe. There are several types of armor offering progressively better protection. While all Heroes start with proficiencies in wearing Leather armor, a Hero must use Level Up Points to wear Scale, Chain, Splint, or Plate armor. Armor can be equipped in the Hero Review Screen. There are four pieces of armor the Hero may equip—Helm (head), Gloves/Gauntlets (hands/arms), Boots (feet/legs), and Body.

## Gold

Gold is found just about anywhere. Simply walk over gold to add it to your purse. Gold is used in the shoppes to purchase armor, weaponry, jewelry, and other items. Your Gold total can be found in the Abilities Tab under the Hero Review Screen.

## Boxes, Barrels, and Vases

It is within boxes, barrels, and vases that many item and weaponry are found. These breakable objects can be found around every corner throughout the game. Break them all; you never know what you might find.

Not all barrels contain items. Some barrels contain explosives or poison. These can be identified by the colored rings around the barrels. Red rings mean you have found an exploding barrel, while green represents a poison barrel. Break these from afar with a thrown weapon when enemies are near. The result is damage to the enemy courtesy of some nicely placed barrels.



## Skeleton Keys

Skeleton Keys are found in rings of three or one key at a time. They are used to open chests and some doors and gates located throughout the maps. These are like gold themselves, for it is within chests that a majority of weaponry and armor are found. But, beware! Some chests are trapped, resulting in damage done to the Hero when opened. Keys can be purchased in shops to ensure no chest is left unopened.

## Throwing Weapons

Throwing weapons consist of daggers, axes, hammers, and anything else that can be thrown for damage. Many of these make up the long-ranged attacks used by a Hero, so pick these up whenever you come across them. Use the Action Menu to ready different throwing weapon types and press the item combat button to use them in battle.



Thrown weapons, thrown potions, and magic items don't drain and Mystical Will, so if a Hero is running out of Mystical Will, he can switch to thrown weapons for a while.

## Throwing Potions

Some potions acquired can be thrown and used in combat. Ready these potions as you would thrown weaponry. These potions include Insect Plague, a potion that releases a swarm of attacking insects at the target selected by the Hero.

## Magic Items

Magical items found throughout the journey can greatly benefit the Heroes in combat. Rod of Missiles and Berserk Brew are only a couple of the many magical items and potions that can be found to cause damage or temporarily increase your Hero's stats. Elixirs and Tomes are items that offer permanent increases in Abilities and additional Level Up points. Magical items that can be used in battle are assigned to the item combat button, as are the Throwing Weapons and Potions.

## Drinkable Potions

Mystical Will Potions and Healing Potions come in three sizes, small, medium, and large; all of which are found in boxes, barrels, and vases. To quickly use these potions in battle, press **WHT** for Health, or **BLK** for Mystical Will.

## Warp Stones

Warp Stones are used to travel between the Castle Bael Shoppe and the Warp Point at which the stone was activated. The Warp Stone can only be used at Warp Points, and when used allows the Hero a one-time passage to the shoppe and back to the Warp Point. The Warp Stone can be selected through the Action Menu (and through the Item Inventory menu if you're standing next to a Warp Point) and assigned to the item combat button. Use these to travel back to the shoppe to sell or purchase needed goods.

## Jewelry

Jewelry is used to raise a Hero's stats while the item is being worn. A Hero can only wear one necklace and two rings at a time, with no two identical rings being worn simultaneously. Look for these items in the shoppe and in chests. You can equip jewelry in the Hero Review Screen.

## Raise Dead Amulets

When a Hero dies they can be instantly resurrected if the Hero has a Raise Dead Amulet in his possession. These can be found in chests and shoppees. To use a Raise Dead Amulet, press **START** after your Hero has fallen. Otherwise your Hero is returned to the last Warp Point. When there are multiple players playing, and one dies and doesn't have or use a Raise Dead Amulet, the party continues playing while the dead player's HUD disappears. Players can rejoin the game and import their hero from previous save, or just stay out.

# HEROES



The Specific Weaponry  
damage range will constantly  
change in-game as the  
players increase in strength,  
experience, and skills.



# Fighter



Human

Far north of Baele across the Nelsansian Sea, a young Fighter lost his father to death in battle on the island of Axion.

He would hear the tale with thanks for years to come: how his father had engaged a fierce Nightwalker and, holding it at bay, allowed 34 warriors to escape safely into the night, losing his own life in the effort. The gratitude of the survivors and their families made a great impression upon the boy, and deeply rooted his conviction that evil must be stopped at all costs, even if that cost be life itself.

Taking one of his father's prized swords, he set out for the Kingdom of Baele to train with its renowned Armed Guard, but it would be many years before he arrived. Barely a week away from home, he was asked to join a group of elven adventurers. Knowing their cause to be good and their need for help to be great, he readily agreed to accompany them.

The elves were to be the first in a long line of people seeking his assistance, none of whom he could bear to turn away. Fighting alongside dwarves, halflings, elves, and gnomes, he watched and learned, and driven by a deep devotion, he perfected the art of melee combat and became a disciplined shot with thrown weapons. As the years passed, he became the land's toughest, fastest, and most revered Fighter, and some said that his skill with a sword approached magic.

When at last he arrived in Baele, nearly nine years after he had left his home, his skill was beyond those that he had hoped to learn from, yet his timing could not have been better.

Baele needed heroes to defeat a Wizard bent on the Kingdom's destruction. Sword in hand, he stood ready. Now, raised from the dead over 150 years later, he hopes to be a hero again.

## BEGINNING STATS

<b>Strength</b>	17 (+3)
<b>Dexterity</b>	12 (+1)
<b>Constitution</b>	14 (+2)
<b>Intelligence</b>	12 (+1)
<b>Wisdom</b>	12 (+1)
<b>Charisma</b>	10 (+0)
<b>Experience Level</b>	.5
<b>HP (Hit Points)</b>	55
<b>MW (Mystical Will)</b>	30
<b>AC</b>	11
<b>Gold</b>	100



AC changes depending on what armor the Hero is wearing.

## Advantages

- Having the highest starting strength, the Fighter is the strongest Hero with the largest carrying capacity and is the most proficient at melee attacks.
- The Fighter is not reliant on Mystical Will. Most of his strength lies in his ability to fight in close combat with his sword, using MW to supplement his attacks.
- Power Moves such as Sure Strike, Weapon's Fury, and Frenzy increase the Fighter's combat Abilities, making him unstoppable at close combat, even when dealing with multiple enemies.

## Disadvantages

- Limited to hacking and slashing, the Fighter lacks effective magical moves or ranged attacks.



surrounded by foes, the Fighter gives you a very good chance of surviving the encounter.

The Fighter is a good Hero for your first time through the game. He's tough and able to carry a lot of equipment, so he's a very forgiving Hero to play. If you make a mistake and find yourself

## Hero Analysis

The mightiest of the Heroes in sheer strength and size is the Fighter. His close-combat Abilities are unrivaled and his brute strength unparalleled. With his mastery of the sword and attack-boosting Power Moves, the Fighter is the tank of *Dungeons & Dragons Heroes*, able to manipulate his way through the toughest of enemies with brute force. Though unable to harness magic, the Fighter possesses Power Moves that will send foes crumbling to the ground. What the Fighter lacks in magic and ranged attacks, he compensates for with his sword's edge.

Whether playing solo or grouped with friends, the Fighter's role is the same: hack and slash through anything that moves. This may deter some from playing the Fighter, but what's more fun than standing toe-to-toe with an enemy until one of you falls? For those seeking magic and spells, the Fighter does possess some noteworthy Power Moves like Stunning Fist and Power Attack. Though the execution times are slow, these moves are devastating to the opposition, often leaving an enemy maimed to near death. Distance is needed to execute these moves without interruption. However, the Fighter is most comfortable on the front lines, slashing through all that question his strength and skill.

The Power Moves that make the Fighter the unstoppable force he is are the moves that increase and boost his melee attacks. These moves include Frenzy, Weapon's Fury, and Sure Strike, all of which alter the attacks of the Fighter by providing increased damage, increased attack speed, and unblockable attacks respectively. These moves take little to no time to execute and make the difference in battle. You can also combine them for even more damage output.

Often the Fighter can find himself overwhelmed, but even when confronting numerous enemies at a time, the Fighter has the necessary tools to get the job done. His War Cry allows him to let out a mighty roar, stunning the enemies around him. Once stunned, the Fighter can do what he does best

# Heroes: The Fighter

with little resistance. If War Cry is not enough to stop the surrounding chaos, fleeing with Avid Pursuit is a less than honorable alternative, but effective.

Ranged attacks are few for the Fighter, as he is mainly reliant on thrown melee weaponry. Lucky for him, these items are plentiful throughout the game hidden in barrels, chests, and crates. This is also where the Fighter can find a majority of melee weapon upgrades and armor types and pieces, a necessity as the enemies begin causing more damage. Check every breakable object; you never know what you will find. And for a Fighter, armor and melee weaponry are the staples on which his class is based. Keep your outfitting current and your Fighter will be able to overcome opposition with ease.

Potions are another item vital to the Fighter's success. Though he can sustain more of a beating than any of the other Heroes, he will need to keep an abundant supply of Healing potions handy and ready if needed. This is yet another reason to check the contents of every breakable item.

The Fighter is the meat and potatoes of the damage-dealing Heroes. His classic fighting style proves his brute strength, while his mighty Power Moves provide the supplements needed to define him as the greatest Fighter in Baele. You'll always find him in the middle of the action, swinging his powerful sword through the bodies of all who oppose him. If no frills, non-stop killing action is your forte, then use the Fighter to defeat the powerful Wizard, Kaedin.

## Know Your Role

### Solo

- Soloing comes easy to the Fighter. Most of his Power Moves are used for increasing the speed and effectiveness of his melee attacks. Use moves like Frenzy and Sure Strike to melt through anything that moves.
- Lacking magical moves, the Fighter must rely heavily on his sword and armor to keep him alive. Put Level Up Points into weapon and armor proficiencies to keep the Fighter well protected and putting out the most damage possible.
- Often the Fighter will find himself overwhelmed with foes and no magic to bail him out. This is where his few mighty Power Moves come into play. War Cry, when executed, will stun all nearby

enemies, giving the Fighter a few moments to slash through them before they come to. You can also follow War Cry with Stunning Fist for a fiery ring of damage to the stunned enemies.

- Putting points into the Fighter's Strength and Constitution will be of the most benefit to the hacking and slashing Hero. A higher Constitution will result in more Hit Points awarded upon leveling up, while a higher Strength will result in more damage dealt by his attacks, Power Moves, and thrown items.
- Search every chest, crate, and barrel. Items such as Healing potions, thrown weapons, and Will potions are incredibly important to the vitality of the Fighter. Always being in the middle of battle means a good amount of damage will be taken. Potions will revitalize, while the thrown weapons are the primary means of ranged attacks.



Our strategies assume that a group game will have one of each Hero type. Some players may want to use two or more of one Hero type instead.

### Group

- When grouped, the Fighter will be called upon to do most of the close-combat fighting. While the Fighter is hacking away at enemies, the group can focus on ranged attacks and magic (areas in which the Fighter is weak).
- Thanks to the aid of Avid Pursuit, the Fighter can quickly lend a hand to any group member. If being there in a hurry is not enough, the Fighter's mighty War Cry will stun all nearby enemies, providing temporary relief to an overwhelmed group.
- While the Fighter does not have any moves that will increase or boost the stats of others, he does have them for increasing his own. Combine moves like Weapon's Fury and Frenzy for an increased attack rate and damage output, and then go to town on everything in sight. While this seems like soloing, the group is freed up to contribute with their respective strengths.
- Since a majority of the Fighter's group activities are spent in the trenches, look for help from the group, specifically the Cleric, for heals and AC boosts. The group should also keep an eye out for Fighter specific items and armor drops that the Fighter might overlook while fighting. Keep the workhorse well equipped and protected.

## Traits and Moves Recommendations

The Fighter relies heavily on his sword to make his way through hordes of enemies. Fortunately for him, he has a wide variety of Power Moves that increase both the speed and damage of his trusty weapon. In addition to boosting the efficiency of his weapon, the Fighter possesses Power Moves that can stun nearby enemies, emit a devastating ring of fire at his feet, or even send a shockwave of damage from a single swipe of his sword. Finding which of the Fighter's Power Moves most benefit you can be a labor of trial and error with costly Level Up Points. So, we have taken the liberty of sharing with you some that we found most handy.

A move by default, the Fighter's War Cry can be the biggest lifesaver in both solo and group play. Its mighty roar stuns creatures in their tracks, allowing the Fighter to handle them one at a time, or, if need be, flee the scene and regroup. It affects nearly everyone and is well worth putting Level Up Points into for increased duration. This move can mean life or death whenever the Fighter finds himself overwhelmed by numerous creatures in close combat.

Many of the Fighter's Power Moves increase his melee attacks. These moves include Frenzy, Weapon's Fury, and Sure Strike. Frenzy increases the Fighter's melee damage, while Weapon's Fury increases the Fighter's attack speed. Sure Strike is only useful for enemies that block, and while this may seem like a great tool, you can get similar results by stunning an enemy first with War Cry. The others, however, are great boosts to the Fighter, especially when combined and facing a large number of enemies.

Eye For An Eye is another of the Fighter's Power Moves that he uses on himself. This one, unlike the others, reflects a percentage of damage taken back onto the enemy. This can be most helpful in boss battle situations, or when you're fighting in the midst of numerous enemies at one time. The drawback to this move is that it only lasts for a period of time and not worth switching back to the Action Menu



in the heat of battle when you can cast Frenzy, or War Cry in its place. Spending Level Up Points to heighten another, more commonly used Power Move may be more rewarding.

Power Attack is one of the Fighter's ranged attacks. This Power Move sends out a shockwave of damage from a swipe of the Fighter's sword. This is slow to execute and not practical when the Fighter finds himself in the middle of a heated battle. However, when exploring the vast worlds, this move can clear the way of oncoming enemies, leaving the Fighter to merely clean up the scraps. This can also be useful in group play when the Fighter is not taking on all enemies himself. With carefully timed precision, this is a useful move, but may not be worth fully leveling up in solo play.

Finally, Stunning Fist rounds out the Fighter's Power Moves. This move emits a fiery ring outward from the Fighter's feet when he slams his fist into the ground. Like Power Attack, this move is much too slow to execute in close combat, but with a limited range, it can be done. This move is best when teamed with War Cry; stun the enemies around you, then unleash Stunning Fist, bringing immense fiery damage to all in contact. Leveling up this move is a choice the player will have to make on his own, but trying this move out in combat may be in order before doing so.

Sword proficiency and armor are critical to the Fighter. Be sure to sink some points into his ability to wear stronger armor, and into increasing the Fighter's ability with your weapon of choice. We suggest waiting until you find a specific sword you like before fully leveling up a sword type. This way you waste no points on unused sword types. In addition to armor and weapons, spend points in Dragon's Toughness and Inner and Outer Strength as early as possible. These are permanent traits that boost your AC, MW recharge rate, and strength in attacks, respectively.

Remember, these are just suggestions and ultimately it is up to you, the player, to decide what works best for you and your Hero as you make your way toward defeating the Wizard, Kaezin. Good Luck!

## Traits and Moves

### Avid Pursuit

#### Instant

A feat that increases the Fighter's movement speed temporarily.

LEVEL	COST	BONUS
1	Default	Acquire move
2	80	Faster movement, increased duration

### Eye For An Eye

#### Instant

A feat that reflects a percentage of the damage done to the Fighter back to his enemy!

LEVEL	COST	BONUS
1	10	Acquire
2	30	More damage for more reflection
3	60	More damage for more reflection
4	100	More damage for more reflection

### War Cry

#### Instant

A primal roar that temporarily stuns all nearby enemies.

LEVEL	COST	BONUS
1	Default	Acquire move
2	30	Increased duration
3	60	Increased duration
4	100	Increased duration

### Sure Strike

#### Instant

A mystical aura that makes the Fighter's melee attacks temporarily unblockable.

LEVEL	COST	BONUS
1	40	Acquire move

## Power Attack

#### Instant

A 180-degree, power weapon swing that may reach outside its bounds.

LEVEL	COST	BONUS
1	80	Acquire move
2	100	Increased damage and range
3	130	Increased damage and range
4	160	Increased damage and range

## Weapon's Fury

#### Instant

A feat that increases the Fighter's attack speed temporarily.

LEVEL	COST	BONUS
1	100	Acquire move
2	120	Faster attack, increased duration
3	150	Faster attack, increased duration
4	190	Faster attack, increased duration

## Frenzy

#### Instant

A mystical aura that increases the Fighter's melee damage temporarily.

LEVEL	COST	BONUS
1	140	Acquire move
2	170	Increased damage and duration
3	200	Increased damage and duration
4	230	Increased damage and duration



# Heroes: The Fighter

## Stunning Fist

### Instant

An earth-rumbling move that creates a 360-degree blast of flames.

LEVEL	COST	BONUS
1	220	Acquire move
2	340	Increased duration and radius
3	450	Increased duration and radius
4	600	Increased duration and radius

## Reverse Stab Finisher

### Finisher

A devastating reverse stab that does extra damage.

LEVEL	COST	BONUS
1	20	Acquire move

## Shock Finisher

### Finisher

A bolt of electrical energy that shoots forward, shocking creatures.

LEVEL	COST	BONUS
1	50	Acquire move

## Whirlwind Finisher

### Finisher

A whirlwind of steel that leaves nearby creatures stunned.

LEVEL	COST	BONUS
1	100	Acquire move

## Dragon's Toughness

### Trait

A state of physical mettle that reduces melee damage done to the Hero.

LEVEL	COST	BONUS
1	80	Acquire move
2	100	Increased damage reduction

## Improved Critical

### Trait

A combat talent that increases the likelihood of a critical hit.

LEVEL	COST	BONUS
1	80	Acquire trait
2	90	Increased chance
3	100	Increased chance
4	110	Increased chance

## Inner Strength

### Trait

A mental trait that allows the Hero to regain MW faster than normal.

LEVEL	COST	BONUS
1	80	Acquire move
2	100	Increased MW regeneration

## Outer Strength

### Trait

A physical focus that gives the Hero a strength bonus on all melee attacks.

LEVEL	COST	BONUS
1	80	Acquire move

## Resist Fire

### Trait

A trait that gives the Hero a chance to resist fire damage or suffer only a portion of its damage.

LEVEL	COST	BONUS
1	80	Acquire trait

## Resist Ice

### Trait

A trait that gives the Hero a chance to resist ice damage or suffer only a portion of its damage.

LEVEL	COST	BONUS
1	80	Acquire trait

## Resist Poison

### Trait

A trait that gives the Hero a chance to resist poisoning or suffer only a portion of its damage.

LEVEL	COST	BONUS
1	80	Acquire trait

## Wield Long Sword

### Trait

A trait that gives the Fighter a degree of proficiency wielding a Long Sword in combat.

LEVEL	COST	BONUS
1	Default	Acquire trait
2	30	Increased damage from a Long Sword
3	50	Increased damage from a Long Sword
4	70	Increased damage from a Long Sword

## Wield Scimitar

### Trait

A trait that gives the Fighter a degree of proficiency wielding a Scimitar in combat.

LEVEL	COST	BONUS
1	Default	Acquire trait
2	40	Increased damage from a Scimitar
3	60	Increased damage from a Scimitar
4	80	Increased damage from a Scimitar

## Wield Bastard Sword

### Trait

A trait that gives the Fighter a degree of proficiency wielding a Bastard Sword in combat.

LEVEL	COST	BONUS
1	Default	Acquire trait
2	50	Increased damage from a Bastard Sword
3	70	Increased damage from a Bastard Sword
4	90	Increased damage from a Bastard Sword



## Wield Great Sword

### Trait

A trait that gives the Fighter a degree of proficiency wielding a Great Sword in combat.

LEVEL	COST	BONUS
1	Default	Acquire trait
2	60	Increased damage from a Great Sword
3	80	Increased damage from a Great Sword
4	100	Increased damage from a Great Sword

## Wield Claymore Sword

### Trait

A trait that gives the Fighter a degree of proficiency wielding a Claymore in combat.

LEVEL	COST	BONUS
1	Default	Acquire trait
2	70	Increased damage from a Claymore
3	90	Increased damage from a Claymore
4	110	Increased damage from a Claymore

## Wear Leather Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Leather.

LEVEL	COST	BONUS
1	Default	Acquire trait

## Wear Scale Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Scale.

LEVEL	COST	BONUS
1	Default	Acquire trait

## Wear Chain Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Chain.

LEVEL	COST	BONUS
1	50	Acquire trait

## Wear Splint Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Splint.

LEVEL	COST	BONUS
1	70	Acquire trait

## Wear Plate Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Plate.

LEVEL	COST	BONUS
1	100	Acquire trait

## Fighter Specific Weaponry

The following is a list of weaponry available to the Fighter.

## Long Sword



Only a Fighter could wield such a mighty dual-edged sword like the Long Sword.

**Honorable Mention:** Long Sword of Vipers: +1 Damage, Poison Damage. Damage 23-31.

## Scimitar



A Scimitar is a long, curved saber, perfect for slicing through anything you encounter.

**Honorable Mention:** Scimitar of Dragons: +1 Damage, +1 Intelligence, Fire Damage. Damage 18-29.

## Bastard Sword



A Bastard Sword gets its name by having unusual shape and size, unusual to all, but the Fighter.

**Honorable Mention:** Halcyon Bastard Sword: Chance of slowing enemies. Damage 20-30

## Great Sword



A Great Sword is just that, great. Its large size is ideal for the strength of the Fighter.

**Honorable Mention:** Exquisite Great Sword of Agility: +5 Damage, + Attack Speed, + Move Speed, +1 Strength. Damage 14-52.

## Claymore Sword



The granddaddy of them all, the Claymore is large, heavy, and extremely deadly.

**Honorable Mention:** Exquisite Claymore of Banes: +5 Damage, +1 Strength, +10 percent chance of criticals. Damage 27-41.

## Wizard



Elf

She had been raised in Baele, the daughter of two good elven Wizards. Like her parents, she was trained with her Staff but was even more adept with her magic, and she readily accompanied those seeking adventure.

Naturally, she had heard of the Wizard Kaedin. Any Wizard who was any Wizard had heard of him. He was known to be among the most powerful in the land, and had anyone asked her, she might have even conceded that she once longed to be like him, to wield such powerful magic. But that was before Kaedin showed the darkness of his heart.

Some in her guild declared him mad, others called him greedy, but no one expected him to become an outright savage. In the midst of an otherwise peaceful day, he destroyed a nearby village, and on its heels, he laid waste to another.

The Clerics of Pelor feared for Baele and gathered all the Kingdom's casters before them. Wizards, sorcerers, druids, Clerics, bards, and even a few paladins and rangers crowded the market square.

"If your power be equal to that of Kaedin, bring yourself forward." Not a soul moved. They asked again for someone willing to face Kaedin. None stepped forth.

To this day, she cannot explain what happened next. Was it the god Corellon Larethian's hand at her back or her good training? Her small feet stepped forth. Hundreds of casters, her friends and peers, looked on. Although she knew that many could match or even better her skills, apparently not one could match her courage.

She had chosen to face a Wizard she once revered. Now, over 150 years passed; in this life, she confidently steps forward again.

### BEGINNING STATS

Strength	11 (+0)
Dexterity	13 (+1)
Constitution	12 (+1)
Intelligence	18 (+4)
Wisdom	15 (+2)
Charisma	11 (+0)
Experience Level	5
HP (Hit Points)	30
MW (Mystical Will)	55
AC	11
Gold	100



AC changes depending on what armor the Hero is wearing.

### Advantages

- Being a magic-based Hero, the Wizard is the only hero to have Constant Power Moves (Burning Hands, Gust of Wind).
- The Wizard has a wide variety of ranged and close-combat magical Power Moves.
- Of all the Heroes, the Wizard has the highest starting amount of Mystical Will.

### Disadvantages

- The Wizard is primarily a caster, making her dependent on Mystical Will.
- Limited melee Abilities due to low starting strength and AC.
- Low strength means a low carrying capacity. The Wizard is easily subject to becoming encumbered.

### Hero Analysis

The Wizard is by no means the strongest Hero in the game, but by far the strongest in magical Abilities. Her magic ranges from powerful icy spheres, to blistering balls of flame. Not to mention a gaseous cloud of death. Even her skills with a weapon are not to be scoffed at, though this is not

where her strengths lie. The Wizard's strongest attributes are the magical Power Moves that she has readily available—moves such as Meteor Swarm, where meteors come crashing down from the sky, and Circle of Cold, an icy blast that causes freezing damage to anyone within its radius. These and moves like them are what make the Wizard a mystical force to be reckoned with.

Playing this magical beauty can be both fun and challenging, in part because of her dependence on magic attacks that drain from her Mystical Will. The Wizard does not have high strength or AC which means much of her attacking is from ranged attacks, and ranged attacks mean MW usage. The Wizard has the highest starting Mystical Will for this very reason. However, a player will still need to get comfortable with the Wizard's Staff so that they do not become too reliant on MW and find themselves without any. Finding the balance between melee and magic will be the most important feat when playing the Wizard.

To compensate for a low strength, the Wizard has many ranged attacks that help keep her from close combat and in harm's way. Icy Sphere, Fireball, and Magic Missile are just a few of these moves that keep enemies at bay. Cast any of these great spells in front of an enemy and watch them crumble as they approach the Wizard. If an enemy survives one of these powerful spells, the Wizard need only finish them off with a quick beating from one of her many types of weaponry.

In addition to powerful damaging spells, the Wizard has a few tricky spells in her magical repertoire. These moves include Sleep, which is much like a magical lullaby that brings approaching enemies to a halt in a brief nap. Vampiric Drain is another of the Wizard's more subtle moves. This one, however, engulfs an enemy in a purple haze, damaging the enemy while giving the Wizard a percentage of the hit points



stolen. Still not impressed? The Wizard's Cloudkill creates a large, green, gaseous cloud that infects anything that comes near it with an acidic poison, often killing an enemy before it leaves the cloud.

## Know Your Role

### Solo

- The Wizard is handy with her Staff, but will primarily rely on magic for the majority of her attacks. Because of this, when attacking, utilize the Wizard's ranged attacks like Magic Missile, Icy Sphere, or Cloudkill. If these don't kill an enemy by the time it reaches the Wizard, a few hacks from her Staff will finish the job.
- Mystical Will is extremely important to the Wizard, so put ability points into Intelligence from the beginning as it affects the amount of MW gained each time the Wizard levels up. Intelligence will also improve her spell strength, so keep an eye out for Intelligence-boosting items and armor. Wisdom is also useful for it affects the recharge rate of Mystical Will.
- When fighting multiple enemies, the Wizard can quickly become overwhelmed if not careful. As enemies draw near, unleash a spell like Sleep to stop all enemies in place. If there is not enough time for a slower spell such as Sleep, release a quick-casting Icy Sphere or Circle of Cold. Both have the chance of freezing nearby enemies to bring them to a halt. If enemies persist, fall back on one of the two Constant moves at the Wizard's disposal. This will keep the enemies at bay until the Wizard can back away to regroup, or until all the enemies have fallen.
- Because of a low strength, the Wizard cannot take as much direct damage as other Heroes, nor can she carry as many items. To counterbalance her weaknesses, carry as many Mystical Will potions as possible at all times, especially into boss encounters. This will keep the Wizard able to continually use her powerful ranged magic and safely out of harm's way. In addition to potions, keep an eye out for stronger armor with reduced-weight and strength bonuses.
- Magic aside, the Wizard is still a decent fighter with her assortment of staves and spears, many of which provide bonuses to stats such as Strength, Intelligence, and

Wisdom. A good Wizard will find the right balance between magic usage and melee Abilities. For instance, follow a Magic Missile to the targeted enemy and start hacking away as the creature is momentarily stunned from impact. A combination of the two will quickly drop anything that stands in the Wizard's path.



Our strategies assume that a group game will have one of each Hero type. Some players may want to use two or more of one Hero type instead.

### Group

- In a group, the Wizard will not be used for her melee skills, but her ability to cast powerful spells into the heat of battle. Power Moves like Vampiric Drain, Sleep, and Meteor Swarm may have the best effect in group play for the Wizard can cast them while standing safely outside the fight, providing plenty of time to cast.
- Don't go rushing into a battle with your Staff swinging when a Fighter or Cleric is present in the group. Their strengths lie in close combat, and they have a higher Strength and AC for that purpose. As a Wizard, stand back behind the fight and lend a hand with your strengths, ranged attacks. Aid in the attack with ranged spells like Magic Missile, Icy Sphere, and Fireball from a safe distance, thus contributing without getting too much into harm's way.
- When fighting with a group, conserve your MW for times the Wizard's powerful spells are really needed. If a group walks into a handful of enemies, there is no need to unleash multiple spells when odds are, the Fighter or Cleric can clear them just as fast. In this case, stand clear or show the other Heroes a thing or two from the Wizard's weapon of choice. If all else, help the group with a Sleep spell or a Cloudkill. Reserve your spells for the times that the group has more than they can handle or when the Wizard is being directly attacked.
- Boss and sub-boss battles are going to be the Wizard's time to shine in group play. Her powerful spells like Meteor Swarm, Icy Sphere, and Cloudkill can do wonders when the Wizard can safely cast from a distance while the Fighter and Cleric take the brunt of the punishment.
- Another good group move is Globe of Invulnerability. This spell lets the Wizard cast a protective bubble around her and her allies.

## Traits and Moves Recommendations

The Wizard's primary means of attack are the use of magic and spell casting. She does fair well with her Staff, but she's really a spell caster. This means the Wizard has quite the repertoire of damaging Power Moves in her bag of tricks. Meteors raining down from the sky, numbing spheres of ice, and blistering balls of flame are just a few of the moves that are at this powerful Wizard's command.

With so many magical choices and so little Level Up Points to spend, it can be difficult to choose which moves to acquire, level up, or just plain leave alone. This is why we have come up with some recommendations of moves we found really helpful in making the Wizard a dominating Hero.

Magic Missile is a default move for the Wizard and with good reason. This move sends out magical blue missiles that home in on enemies. The homing ability is very convenient to a Wizard on the move, running from or chasing after an enemy. This also becomes very useful in multiple-enemy situations because the missiles spread and hit anything they lock in on. This spread makes the move a valuable asset to the Wizard by providing a ranged attack that covers a large area. Leveling up this Power Move is not a bad idea as it can stay with you throughout the Wizard's career and works well in combination with other Power Moves.

The Wizard also has the power to expel balls of fire or ice via the Power Moves, Fireball, and Icy Sphere. These two moves fire a single elemental ball out from the Wizard's hand. While the Fireball is extremely effective in Frostbound, it does not compare to the freezing effect and damage that the Icy Sphere is capable of. Though the Fireball is damaging, Burning Hands can get many of the same results when in need of flame. The Icy Sphere, however, has no alternative. This icy move is worth every Level Up Point spent in making it a freezing orb of damage with the possibilities of freezing anything near it as it moves across the screen.

# Heroes: The Wizard

Cloudkill is another devastating move courtesy of the Wizard. At first glance this move seems merely like a poisonous cloud that distributes slow, poisonous damage to the enemy over time. That is, until you see it in effect. This gaseous, green cloud engulfs a living creature and instantly begins taking effect, quickly damaging them to the point of near death. Because this spell is targeted, placement is important. Cast the cloud at the feet of an attacker so that the enemy will have to walk through the cloud to reach you. A simple hit or two from a Staff, or a Constant spell will finish off anything that makes it through the cloud. The drawback of this deadly cloud is its inability to affect the undead, any non-living enemy, and enemies immune to the effects of poison like Bosses and the Yuan-ti. However, anything else is in big trouble, especially when this move is fully leveled up.

Vampiric Drain is probably more useful in group play when the Wizard is not being directly attacked. Otherwise, this HP-swapping move is not the most practical for defending an attack, though casting it as an enemy approaches can be of major benefit due to the damage over time, with a kick back of HP going to the caster. If this move makes it into your arsenal, cast it as the enemy comes into view and quickly switch to a Power Move with a larger payday. This will begin the life drain while you kill the creatures by more conventional attacks.

Another of these supplemental Power Moves is Sleep, a spell that lulls nearby creatures to take a temporary rest. This move takes a moment to cast and as a result, is often interrupted in close quarters. However, if done with precision timing, this move is a great tool for dealing with multiple enemies or in group play when the Wizard can stand outside of the heated battle. When casting, be sure to cast the spell while any enemy is still out of range of melee attacks. This will provide enough time to cast the spell and begin nap time.

The Wizard has a unique set of Power Moves referred to as Constant moves. These moves can be executed for as long as the controller button is held, or the Wizard runs out of MW. Burning Hands and Gust of Wind are not the most powerful, but are effective due to their longevity. The flame of Burning

Hands pushes enemies back, holding them in the flame until they are well done, or far enough back to safely attack with the Staff. Gust of Wind slows the enemy's movement, including attacks, by striking them with a confusing wind. This also pushes the enemies back. This can be useful when dealing with multiple enemies, but by the time all enemies have slowed, the Wizard could have successfully cast Sleep and gotten similar results.

Meteor Swarm has the most Level Up Point cost of any move available to the Wizard at 800 points to acquire. This strong and extremely damaging move rains meteors from the sky at a target placed by the Wizard. While this move is devastating to whomever it may be directed at, its high Level-Up Point cost is not worth saving your points for in the beginning of the game. Expanding other moves will be more rewarding early on. In later play, however, this move may be very useful for a large, concentrated attack on bosses.

A large, icy ring makes up the Wizard's Circle of Cold Power Move. This has the ability to freeze enemies as the ring of cold rushes out from around the Wizard's feet, damaging all it comes in contact with. Overwhelming situations can quickly be averted by a quick cast of this powerful move. Because of a slower casting time, this move is best following Sleep, or a Constant move that buys you the required seconds to cast. With the exception of having enemies 360 degrees around you, the Icy Sphere can be just as effective, and possibly more damaging.

The Wizard has many Power Moves to choose from, but don't forget to invest some Level Up Points in her equally important traits like Meditation and Mind Over Body. Both have relatively low cost, and will prove to be invaluable on the battlefield. Meditation is the ability to regain MW faster than normal, and Mind Over Body provides an AC bonus against melee attacks. Improving the Wizard's proficiency in weaponry and wearable armor also proves valuable as you come across stronger, stat-increasing items.

Remember, these are just suggestions and, ultimately, it is up to you, the player, to decide what works best for you and your Hero as you make your way toward defeating the Wizard, Kaezin. Good Luck!

## Traits and Moves

### Burning Hands

#### Constant

A sheet of flames that roars forward from the Wizard's outstretched hand.

LEVEL	COST	BONUS
1	10	Acquire move
2	20	Increased damage and range
3	30	Increased damage and range
4	40	Increased damage and range

### Gust of Wind

#### Constant

A rush of wind that alters air around creatures, causing them to slow down temporarily and pushing them back.

LEVEL	COST	BONUS
1	Default	Acquire move

### Magic Missile

#### Instant

A blast of magical energy that homes in on enemies.

LEVEL	COST	BONUS
1	Default	Acquire move
2	30	Increased damage and missiles
3	50	Increased damage and missiles
4	70	Increased damage and missiles

### Globe of Invulnerability

#### Instant

A personal sphere that absorbs a percentage of damage and protects its occupant. At higher levels, it creates globes around party members and the caster.

LEVEL	COST	BONUS
1	40	Acquire move
2	80	Increased damage absorption
3	120	Increased damage absorption
4	160	Increased damage absorption



## Cloudkill

### Instant

A targeted, poisonous, and acidic cloud that surrounds enemies.

LEVEL	COST	BONUS
1	80	Acquire move
2	100	Increased area, duration and poison damage
3	130	Increased area, duration and poison damage
4	170	Increased area, duration and poison damage

## Fireball

### Instant

A bead of fire that shoots out and rages into a fireball.

LEVEL	COST	BONUS
1	80	Acquire move
2	90	Increased explosion and damage
3	110	Increased explosion and damage
4	140	Increased explosion and damage

## Vampiric Drain

### Instant

A targeted connection that does damage to enemies and drains a percentage of that damage back to the Wizard.

LEVEL	COST	BONUS
1	100	Acquire move
2	120	Increased damage and duration
3	150	Increased damage and duration
4	190	Increased damage and duration

## Circle of Cold

### Instant

A circle of cold that forms around the Wizard and may temporarily freeze monsters in its grasp.

LEVEL	COST	BONUS
1	120	Acquire move
2	180	Increased radius and chance of freezing
3	240	Increased radius and chance of freezing
4	400	Increased radius and chance of freezing

## Sleep

### Instant

A magical energy that puts all creatures into a deep sleep.

LEVEL	COST	BONUS
1	140	Acquire move
2	170	Increased duration
3	190	Increased duration
4	230	Increased duration

## Icy Sphere

### Instant

A rolling ball of icy particles that harms all creatures in its path.

LEVEL	COST	BONUS
1	180	Acquire move
2	210	Increased damage and chance of freezing
3	230	Increased damage and chance of freezing
4	350	Increased damage and chance of freezing

## Meteor Swarm

### Instant

An explosive, targeted celestial shower that calls down savage skies upon enemies.

LEVEL	COST	BONUS
1	800	Acquire move

## Jumpkick Finisher

### Finisher

A forward kick followed by a weapon sweep that does extra damage to enemies.

LEVEL	COST	BONUS
1	20	Acquire move

## Staff Spin Finisher

### Finisher

A damaging spinning maneuver that delivers extra damage to enemies.

LEVEL	COST	BONUS
1	50	Acquire move

## Mind Over Body

### Trait

A mind-over-matter ability that gives the Hero an AC bonus against all melee attacks.

LEVEL	COST	BONUS
1	30	Acquire move
2	50	Increased AC bonus

## Meditation

### Trait

An incredible mental strength that allows the Hero to regain MW much faster than normal.

LEVEL	COST	BONUS
1	80	Acquire trait
2	110	Increased MW regeneration

## Resist Fire

### Trait

A trait that gives the Hero a chance to resist fire damage or suffer only a portion of its damage.

LEVEL	COST	BONUS
1	80	Acquire trait

## Resist Ice

### Trait

A trait that gives the Hero a chance to resist ice damage or suffer only a portion of its damage.

LEVEL	COST	BONUS
1	80	Acquire trait

## Resist Poison

### Trait

A trait that gives the Hero a chance to resist poisoning or suffer only a portion of its damage.

LEVEL	COST	BONUS
1	80	Acquire trait

## Wield Quarterstaff

### Trait

A trait that gives the Wizard a degree of proficiency wielding a Quarterstaff in combat.

LEVEL	COST	BONUS
1	Default	Acquire trait
2	30	Increased damage from a Quarterstaff.

# Heroes: The Wizard

## Wield Staff

### Trait

A trait that gives the Wizard a degree of proficiency wielding a Staff in combat.

LEVEL	COST	BONUS
1	Default	Acquire trait
2	40	Increased damage from a Staff

## Wield Longspear

### Trait

A trait that gives the Wizard a degree of proficiency wielding a Longspear in combat.

LEVEL	COST	BONUS
1	30	Acquire trait
2	40	Increased damage from a Longspear

## Wield Trident

### Trait

A trait that gives the Wizard a degree of proficiency wielding a Trident in combat.

LEVEL	COST	BONUS
1	40	Acquire trait
2	60	Increased damage from a Trident

## Wield Halberd

### Trait

A trait that gives the Wizard a degree of proficiency wielding a Halberd in combat.

LEVEL	COST	BONUS
1	50	Acquire trait
2	70	Increased damage from a Halberd

## Wear Leather Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Leather.

LEVEL	COST	BONUS
1	Default	Acquire trait

## Wear Scale Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Scale.

LEVEL	COST	BONUS
1	30	Acquire trait

## Wear Chain Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Chain.

LEVEL	COST	BONUS
1	50	Acquire trait

## Wear Splint Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Splint.

LEVEL	COST	BONUS
1	70	Acquire trait

## Wear Plate Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Plate.

LEVEL	COST	BONUS
1	100	Acquire trait

## Wizard Specific Weaponry

The following is a list of the Weaponry available to the Wizard.

### Quarterstaff



A long staff made of wood used as a weapon, the Quarterstaff is the ideal weapon for a Wizard.

**Honorable Mention:** Exquisite Quarterstaff +5: +10 Damage, +1 Strength. Damage 23-32.

## Staff



Common for most Wizards, the Staff is a long, wooden stick ideal for walking, but often used for beating.

**Honorable Mention:** Grand Staff of Accuracy: +15 Damage, +5 percent chance of criticals. Damage 27-42.

## Longspear



The Longspear is a body-length spear used for stabbing attackers.

**Honorable Mention:** Exquisite Longspear of Banes: +5 Damage, +1 Strength, +10 percent chance of criticals. Damage 22-33.

## Trident



A three-pronged spear, the Trident can cause a lot of damage to anything facing the pointed end.

**Honorable Mention:** Exquisite Trident of Agility: +5 Damage, + Attack Speed, + Move Speed, +1 Strength. Damage 13-52.

## Halberd



A Halberd is a long, powerful battle axe with a pike mounted at the top.

**Honorable Mention:** Exquisite Halberd of Banes: +5 Damage, +1 Strength, +10 percent chance of criticals. Damage 27-41.



# Cleric



Dwarf

As a proficient healer and capable combatant, he was a prized member of many an adventuring party throughout the dwarven lands of Savoneer. A Cleric of the god Moradin, his home lies at the altar and in battle, delivering his god's will through his magic and mighty War Hammer.

It was a simple quest that brought him to Baele more than 100 years ago. The evil Duergars, who had failed to learn their lesson despite the painful and numerous beatings he and his fellow good dwarves gave them, had recently raided an old dwarven woman's cottage and made off with a vase that caught their fancy. The vase, however, contained the ashes of the woman's husband. He chased the Duergars through swamp, muck, and mire all the way to the outskirts of Baele where at last he overpowered the leader and retrieved the vase.

Seeking a bit of celebratory drink, he headed into Baele proper and found an anxious village awaiting its own destruction. Patrons at the Dragon's Tankard told him of a Wizard named Kaedin who had already turned two villages to ruins. They feared Baele was next.

After doing his best to calm the nerves of those who sought his council, he set down his tankard and began preparations for battle. He felt certain his arrival here in Baele had been Moradin's will all along, the vase but a ploy. Meeting with the Clerics of Baele, he offered his services in the name of Moradin wherever they should see fit to use him.

One hundred years later, Moradin's will has raised him again.

## BEGINNING STATS

<b>Strength</b>	14 (+2)
<b>Dexterity</b>	11 (+0)
<b>Constitution</b>	16 (+3)
<b>Intelligence</b>	12 (+1)
<b>Wisdom</b>	17 (+3)
<b>Charisma</b>	10 (+0)
<b>Experience Level</b>	5
<b>HP (Hit Points)</b>	50
<b>MW (Mystical Will)</b>	45
<b>AC</b>	10
<b>Gold</b>	100



AC changes depending on what armor the Hero is wearing.

## Advantages

- The Cleric can heal himself and party members without the use of Healing potions.
- Devastating Power Moves like Earthquake, Flame Strike, and Storm of Vengeance give the Cleric the upper hand when dealing with multiple enemies.
- Next to the Fighter, the Cleric is the best at close-range melee combat due to high strength and heavy weaponry.

## Disadvantages

- The Cleric is the slowest of the Heroes. This includes attack speed and movement.
- Due to his size, the Cleric has limited range, making him rely on thrown items and magic for ranged attacks.
- Can become dependent on Mystical Will at later levels because of multiple enemies and slower attack speed.

## Hero Analysis

The mighty Ancestral Hammer of the Cleric is one of the many reasons to command this powerful Hero through the world. In addition to wielding heavy weaponry like the War Hammer and Great Axe, this stout

dwarf can harness Mystical Will to heal himself and group members. The Cleric also has a wide variety of Power Moves that can lend a destructive hand in any situation. Though the slowest of the Heroes in both attack speed and movement, the Cleric more than makes up for what he lacks, making him a well-rounded Hero.

When playing the Cleric, a player can walk up to things, swinging away with his weapon, and walk away the victor. Only the Fighter has better close-combat melee skills. However, the Cleric has a slow attack speed, which often means a player will have to time his attacks carefully between opposing assaults.

Like many of his attacks, the Cleric's Power Moves are also slow to execute. Take this into consideration when deciding to cast a spell. If many enemies are coming into view, act before they come too close and disrupt your casting. At times this can mean the Cleric must retreat and take a fresh approach.

To make up for his speed, the Cleric has a plethora of damaging and defensive spells at his disposal. The ability to cast Hold Monster, immobilizing an enemy, followed with a damaging spell like Flame Strike, or a deadly melee combo is at the Cleric's fingertips. Defense is also a strong point for the Cleric. If an enemy seems to be causing you trouble, cast Holy Aura, boosting your AC, then cast a spell like Glyph of Warding, which creates a shield-like marking around your feet. Whatever the challenge, the Cleric has a talent to overcome it.

Whether in a group or solo, the Cleric is a well-rounded, exceptional fighter. His healing, AC boosts, and large damaging Power Moves make him ideal for multi-player situations, while his pure strength and close-combat skills make him ideal for solo action. Whichever your style of play, the Cleric can take you and your friends through the world and into the path of Kaedin, the dark Wizard.

# Heroes: The Cleric

## Know Your Role

### Solo

- Learn the length of time it takes to get the Cleric's weapon in motion. Because of a slower attack speed, sneaking in an attack before an opponents' will be crucial. Using Block may be most beneficial to the Cleric.
- Put Level Up Points into Hold Monster and Earthquake to help deal with multiple enemies. Hold Monster holds a foe in place, allowing the Cleric to deal with one enemy at a time. Earthquake, while slow to execute, emits a ring of damage and stuns enemies in its wake.
- To deal with large enemies while soloing, use Hold Monster, followed by a targeted spell like Flame Strike or a stationary spell like Glyph of Warding. This will hold the enemy still while taking direct damage, freeing the Cleric to concentrate on the lesser enemies.
- Mystical Will conservation comes into play later in the game. As you go up in levels, healing may become less of a priority than some of the Cleric's Power Moves. Start saving MW potions early to compensate later.

**NOTE**  
Our strategies assume that a group game will have one of each Hero type. Some players may want to use two or more of one Hero type instead.

### Group

- The group looks to the Cleric for healing assistance. If this becomes the Cleric's role, refrain from using special attacks that draw heavily from your Mystical Will. This will ensure there is always enough MW to help a friend in need.
- The Cleric's moves allow him to be versatile in group combat. In addition to healing, the Cleric can boost the group's AC with Holy Aura. If crowd control is necessary, moves such as Hold Monster and Earthquake can stun enemies, allowing group members to focus on killing one thing at a time. Group overwhelmed? Unleash Flame Strike or Storm of Vengeance in the heart of the battle to stir things up.

- While the Cleric's secondary roles are important to the group, don't underestimate his ability to engage in close combat. Wielding large powerful weaponry, the Cleric can fight side-by-side with the Fighter while the Rogue and Wizard can execute their ranged attacks.

## Traits and Moves Recommendations

The Cleric is a healer by nature, but don't let his good demeanor deter you from thinking that he cannot expel major damage. Many of the Cleric's Power Moves are designed to cause a lot of damage in a hurry, and/or to quickly bail him out of trouble. However, the Cleric also has access to more passive moves such as Glyph of Warding and Hold Monster, which both create an offensive opportunity by defending the Cleric from attack. With these moves at the Cleric's disposal, it is tough to decide which to spend Level Up Points on and when, so we'll help you out by talking about the moves we've found most useful.

A prime example of one of the Cleric's Power Moves that can turn the tide in the Cleric's favor is Earthquake. This useful move slams the weapon of the Cleric into the earth, causing a ripple to circle out around him. This move, though slower to execute, causes great damage and has a chance of stunning the enemies with whom it comes in contact. Timing is the key when using this move because of its slow execution, but the move is well worth the Level Up Points, especially when dealing with multiple or blocking enemies.

Flame Strike is one of the Cleric's more blistering moves. A targeted column of divine fire rains down upon enemies. This move is especially useful in the Frostbound, the ice-based world, but may lose some of its flare in other worlds.

Storm of Vengeance is another noteworthy move, in part because of its huge Level Up Point cost of 800. The move brings down an icy wrath from the heavens, damaging and freezing enemies with whom it comes in contact. While this move is useful when facing multiple enemies and during

group play, it is up to you to decide if it is worth forgoing spending Level Up Points or acquiring other moves to save for it.

Hold Monster and Glyph of Warding complete the ensemble of Level Up Point-worthy moves. These are both great for offense and defense. Hold Monster does just that—holds a monster still for a short period of time, allowing you to run, fight, or cast a spell. Glyph of Warding creates a shield-like fiery glyph on the ground where the Cleric stands. An enemy then takes damage if they come in contact with the glyph. Glyph of Warding works great when teamed with the Hold Monster; cast Hold Monster, walk next to him, and cast Glyph of Warding. The enemy will be frozen in a glyph of damage while you pound away uncontested.

In addition to Power Moves, a player should invest in a few of the Cleric's traits and proficiencies. The ability to wield other weaponry will be most useful as you find and purchase larger, stat-enhanced weapons. Also, for similar reasons, invest in the ability to wear different, heavier armor types. Meditation is another trait that should be invested in for no other reason than being able to regenerate MW faster than normal.

Remember, these are just suggestions, and ultimately it is up to you, to decide what works best for you and your Hero as you make your way toward defeating the Wizard, Kaezin. Good luck!





## Traits and Moves

### Bull Rush

**Instant**

A full strength forward charge that slams into enemies.

LEVEL	COST	BONUS
1	10	Acquire move
2	40	Increased damage
3	60	Increased damage
4	80	Increased damage

### Turn Undead

**Instant**

A supernatural ability that causes all visible undead to recoil from the channeled power of the divine.

LEVEL	COST	BONUS
1	Default	Acquire move

### Heal

**Instant**

A gentle healing that restores some HP in the Cleric.

LEVEL	COST	BONUS
1	Default	Acquire move
2	30	Increased healing to the Cleric and minor healing to allies
3	50	Increased healing
4	70	Increased healing



### Bane

**Instant**

A targeted channeling that fills enemies with fear and doubt, causing them to take more damage from your attacks and deliver less with theirs.

LEVEL	COST	BONUS
1	40	Acquire move
2	70	Increased radius and duration
3	100	Increased radius and duration
4	130	Increased radius and duration

### Holy Aura

**Instant**

A divine blessing that provides a temporary AC boost for the Cleric and his allies.

LEVEL	COST	BONUS
1	80	Acquire move
2	90	Increased AC boost
3	110	Increased AC boost
4	140	Increased AC boost

### Sticks to Snakes

**Instant**

A magical turning of sticks to snakes that home in on a target.

LEVEL	COST	BONUS
1	90	Acquire move
2	110	Increased damage and snakes
3	140	Increased damage and snakes
4	180	Increased damage and snakes

### Hold Monster

**Instant**

A targeted magical enchantment that freezes the subjects in place, leaving them helpless.

LEVEL	COST	BONUS
1	100	Acquire move
2	120	Increased duration
3	150	Increased duration
4	190	Increased duration

### Glyph of Warding

**Instant**

A temporary, fiery shield that circles the Cleric, damaging enemies who come into contact with it.

LEVEL	COST	BONUS
1	120	Acquire move
2	180	Increased damage and size
3	240	Increased damage and size
4	400	Increased damage and size

### Flame Strike

**Instant**

A column of fire that rains down upon enemies.

LEVEL	COST	BONUS
1	140	Acquire move
2	170	Increased damage
3	200	Increased damage
4	230	Increased damage

### Earthquake

**Instant**

A swing that sends out a damaging 360-degree shockwave toward enemies.

LEVEL	COST	BONUS
1	180	Acquire move
2	220	Increased damage and radius
3	260	Increased damage and radius
4	300	Increased damage and radius

# Heroes: The Cleric

## Storm of Vengeance

### Instant

A savage storm cloud that forms over enemy heads and brings down the wrath of the heavens upon them.

LEVEL	COST	BONUS
1	800	Acquire move

## Heavy Finisher

### Finisher

A powerful weapon smash that delivers extra damage.

LEVEL	COST	BONUS
1	20	Acquire move

## Fireline Finisher

### Finisher

A wall of fire that rises from the ground before the Cleric's weapon.

LEVEL	COST	BONUS
1	50	Acquire move

## Circle Finisher

### Finisher

A 360-degree spinning move that smashes all creatures close to the Cleric.

LEVEL	COST	BONUS
1	100	Acquire move

## Improved Critical

### Trait

A combat talent that increases the likelihood of a critical hit.

LEVEL	COST	BONUS
1	80	Acquire trait
2	100	Increased chance
3	120	Increased chance
4	140	Increased chance

## Meditation

### Trait

An incredible mental strength that allows the Hero to regain MW much faster than normal.

LEVEL	COST	BONUS
1	80	Acquire trait
2	100	Increased MW regeneration

## Wield Heavy Mace

### Trait

A trait that gives the Cleric a degree of proficiency wielding a Heavy Mace in combat.

LEVEL	COST	BONUS
1	20	Acquire trait
2	40	Increased damage from a Heavy Mace

## Wield War Hammer

### Trait

A trait that gives the Cleric a degree of proficiency wielding a War Hammer in combat.

LEVEL	COST	BONUS
1	Default	Acquire trait
2	50	Increased damage from a War Hammer

## Wield War Axe

### Trait

A trait that gives the Cleric a degree of proficiency wielding a War Axe in combat.

LEVEL	COST	BONUS
1	40	Acquire trait
2	60	Increased damage from a War Axe

## Wield Great Axe

### Trait

A trait that gives the Cleric a degree of proficiency wielding a Great Axe in combat.

LEVEL	COST	BONUS
1	50	Acquire trait
2	70	Increased damage from a Great Axe

## Wield Cudgel

### Trait

A trait that gives the Cleric a degree of proficiency wielding a Cudgel in combat.

LEVEL	COST	BONUS
1	Default	Acquire trait
2	30	Increased damage from a Cudgel.



## Wear Leather Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Leather.

LEVEL	COST	BONUS
1	Default	Acquire trait

## Wear Scale Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Scale.

LEVEL	COST	BONUS
1	Default	Acquire trait

## Wear Chain Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Chain.

LEVEL	COST	BONUS
1	50	Acquire trait

## Wear Splint Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Splint.

LEVEL	COST	BONUS
1	70	Acquire trait

## Wear Plate Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Plate.

LEVEL	COST	BONUS
1	100	Acquire trait

## Cleric Specific Weaponry

The following is a list of the Weaponry available to the Cleric.

### Cudgel



The Cudgel is a stout wooden club that has spikes protruding from its striking end.

**Honorable Mention:** Cudgel of Accuracy: +15 Damage, +5 percent chance of criticals. Damage 45–55.

### Heavy Mace



The Heavy Mace is a spiked metal club used for breaking armor.

**Honorable Mention:** Exquisite Heavy Mace +5: +10 Damage, +1 Strength. Damage 44–58.

### War Hammer



The War Hammer has a large blunt end used for pounding anything within its range.

**Honorable Mention:** Exquisite War Hammer +5: +10 Damage, +1 Strength. Damage 41–55.

## War Axe



The War Axe is an axe with a large blade on one end and heavy striking power.

**Honorable Mention:** War Axe of Agility: +5 Damage, + Attack Speed, + Move Speed, +1 Strength. Damage 22–81.

### Great Axe



The Great Axe is a large, double-bladed axe with incredible strength.

**Honorable Mention:** Exquisite Great Axe of Banes: +5 Damage, +1 Strength, +10 percent chance of criticals. Damage 42–62.



## Rogue



Halfling

Orphaned at the age of five, she was left in the care of the Seven Stars Crew, a feared and evil rogue outfit of which her parents had been members. Her future seemed set in stone.

Although the crew was rough around the edges, it nonetheless cared for its own quite well, and many of its senior members took to instructing the young Rogue in the finer points of skullduggery. They began to include her on jobs, small ones at first, but gradually the missions increased in complexity and danger. Her small size was invaluable, and she showed an incredible proficiency with a bow as well as blades.

It was while on a job with the crew that she had a fateful encounter whose full impact would not be seen for years to come.

The crew had been paid by an evil Wizard to liberate two amulets that had been hidden away in separate temples. The job was easy and the pay was incredible. Secretly, the young Rogue hoped to work for the generous Wizard again.

Ten years later, that mission nearly forgotten, she was away from home when word came that her village had been destroyed, and with it, all the family she had ever known. She shivered to hear the name behind such destruction: the Wizard Kaedin. It was the same Wizard her crew had worked for so many years before.

With this realization came emotions harbored deep within, accompanied by thoughts of what her life had become and the evil that she herself had wrought. When she heard the calling of the Clerics of Pelor, she knew she must amend her ways such that evil may never triumph again.

Now more than 150 years later, her conviction is stronger still.

### BEGINNING STATS

<b>Strength</b>	12 (+1)
<b>Dexterity</b>	18 (+4)
<b>Constitution</b>	13 (+1)
<b>Intelligence</b>	14 (+2)
<b>Wisdom</b>	12 (+1)
<b>Charisma</b>	11 (+0)
<b>Experience Level</b>	5
<b>HP (Hit Points)</b>	40
<b>MW (Mystical Will)</b>	35
<b>AC</b>	14
<b>Gold</b>	100



AC changes depending on what armor the Hero is wearing.

### Advantages

- The fastest moving of all Heroes, the Rogue can quickly outrun or escape any enemy.
- The Rogue has the ability to pick a percentage of locks without the use of Skeleton Keys.
- The Rogue has tricky moves that allow her to sneak around undetected, steal health from enemies, and set exploding traps.
- The Rogue is the only Hero who has a primary weapon that has range (the Ancestral Bow). She also has Dual Daggers for close combat.
- Seven Stars Daggers are the Rogue's default melee weapons, their damage increases with her Experience level.

### Disadvantages

- The Rogue can become overwhelmed when dealing with multiple enemies, forcing the Rogue to retreat and deal with small numbers of enemies at a time.
- The Rogue is not the strongest of Heroes, requiring her to do a majority of attacking with ranged and Power Attacks.
- There is little margin of error when aiming ranged arrow attacks. Often this causes missed shots, sometimes in crucial situations.

### Hero Analysis

The quick and unique tactics of the Rogue make her one of the most exciting Heroes of *Dungeons & Dragons Heroes*. She is the fastest of the Heroes and comes equipped with both close-range and ranged attacks from the start. Though her strengths lie in archery, she is handy with dual weapons and even has a few tricks up her sleeve. Able to pick locks, vanish from sight, and rain down flaming arrows from the sky, the Rogue is a jack-of-all-trades and powerful enough to march her way through the world.

The main downfall to playing the Rogue is her weakness in dealing with multiple enemies. Unlike other Heroes, she does not have a move that spreads in a ring from around her feet, freeing her from surrounding attacks. Instead, the Rogue must rely on her speed to get her out of jams. Her quick footing allows her to flee from encroaching enemies and return to face them head-on, a few at a time. While this is quite a different tactic from conventional fighters, she is still capable of battling her way through any situation.

Part of what separates the Rogue from the rest of the pack is her ability to wield both blades and a bow. Having both a ranged attack and close-combat skills, the Rogue is versatile despite her unusual fighting tactics. Her strengths, however, lie in her ability to shoot an arrow. In fact, different arrow types make up the majority of her Power Moves. It is from her arrows that she can slow an enemy, put one to sleep, steal an enemy's health, or simply cause a considerable amount of damage through explosion. Whatever the case, the Rogue has an arrow for every situation, and is completely competent in firing them.

In addition to arrows, the Rogue has a few moves that could only come from an ex-criminal. These moves include Disable Device, a move that unarms traps set in chests. Open Lock is another Rogue-specific



move that allows her to open chests without the use of Skeleton Keys. Setting traps is also in the Rogue's bag of tricks. Bombs can be left behind for enemies to step on while attempting to catch the much faster Rogue.

The Rogue has a unique fighting style and fun moves like Hide and Move Silently, which lets her disappear and walk around undetected by enemies. Mix this with speed and multiple ranged attacks and this quick little thief can sneak her way through the Kingdom of Baele and into the history books for twice defeating the great Wizard, Kaezin.

## Know Your Role

### Solo

- Soloing with the Rogue can be tricky for she cannot stand toe-to-toe with an enemy like a Fighter or Cleric can. Instead, the Rogue must use her quickness to outrun and circle around enemies to get the best attacking angle. When an enemy comes in for an attack, quickly circle around to the back of the enemy to begin the attack. This keeps you away from the dangerous end of an enemy and leaves you an out should you become outnumbered.
- Ranged attacks are where the Rogue excels. With many arrow types to choose from, the Rogue can slow, put to sleep, or steal health from an enemy. Use these to your advantage. When enemies come into view or begin swarming, retreat back to prevent being surrounded, and unload a Sloth Arrow, slowing down an enemy so that you can follow with an Arrow Strike, Ice Arrow, or an Exploding Arrow. Whichever arrow you choose, keep the enemies in front of you; this helps with crowd control as well as making it easier to aim your shots.
- Becoming outnumbered can quickly spell disaster for the Rogue. When fighting, continually be aware of enemies surrounding you. If this happens, quickly run to a safe location and come at the mob so that you can face them one at a time. Sleep Arrows and Multi-Shot come in handy here for one can immobilize enemies and the other can hit multiple foes with each shot. Continue this attack-and-retreat method whenever the Rogue becomes greatly outnumbered.

- Learn to use trickery when engaging in a battle. As enemies chase after you, drop some traps courtesy of Set Traps, a Power Move that leaves bombs for enemies to walk over. The Hide and Move Silently is another sneaky move that can be the Rogue's biggest lifesaver as well as one of the best methods of offense. Use this move to disappear instantly from an enemy's sight. Once invisible, the Rogue can retreat, bypass enemies, or sneak up behind an enemy for an increased melee attack.
- Put ability points into the Rogue's Dexterity. This will aid in the Rogue's AC as well as increase the damage done by her arrows.



Our strategies assume that a group game will have one of each Hero type. Some players may want to use two or more of one Hero type instead.

### Group

- The Rogue is not the fighter of the group, so don't send her rushing in for the first monster that pops into view. Reserve that for the Fighter or Cleric. For the Rogue, focus on using her ranged attacks from her bow, like the Multi-Shot or the Sloth Arrow, to slow an attacking enemy.
- Since a majority of close combat will take place with the Fighter and Cleric, use the opportunity to execute some of the Rogue's trickier Power Moves like Set Traps, Vampire Arrow, or Hide and Move Silently. The Hide and Move Silently is of great use to the group on larger enemies, as it allows the Rogue to sneak up behind the enemy while engaged in combat, and hit him for multiplied melee damage.
- The Rogue, has the ability to pick locks without the use of a Skeleton Key. This will be beneficial to the group by saving on keys and fighting for loot. If the Rogue gathers loot, be fair and disperse it based on the needs of the group. And share that gold!
- Ranged attacks serve the group well. Keep a safe distance out of harm's way and let loose the different varieties of arrows at the Rogue's disposal. Remember to adhere to the needs of the group. If a fire giant comes into view while the group's attention is on a group of lesser enemies, fire a Sleep Arrow in his direction, bringing the giant to a halt and saving the group from more harm. If all hell breaks loose, unleash a Volley of Arrows, sending fiery arrows screaming to the ground.

Whatever the situation calls for, the Rogue can lend a helpful hand. Keep a watchful eye on the needs of the group.

## Traits and Moves Recommendations

The Rogue's quick foot speed is supplemented with many tricky and ranged Power Moves, moves that allow her to disappear undetected from enemy view and arrows that allow her to put enemies to sleep and even steal their health. A majority of the Rogue's Power Moves are in arrow form, fired from her Ancestral Bow. However, some moves are a bit trickier, like the ability to pick locks, set traps, and disable traps hidden within chests. As with all the Heroes, we have taken the liberty of sharing some of the moves we found most useful.

Ice Arrow and Exploding Arrow are two of the most damaging arrows available to the Rogue. Exploding Arrow is a fiery arrow that explodes on impact, a very useful arrow when in the Frostbound and when dealing with most creatures. However, the possible freeze effect that comes from Ice Arrow makes it more beneficial in most situations. Leveling up this arrow will be a better investment than Exploding Arrow, especially when Multi-Shot and Arrow Strike can offer similar results.

One of the Rogue's easily overlooked moves is Sloth Arrow. This is a useful default move. Firing a single shot will cause an enemy's movement to dramatically slow, leaving the Rogue ample time to deal with other enemies or to fire damaging arrows into her prey. Combine this with Arrow Strike, Ice Arrow, and/or Vampire Arrow. The possibilities are endless when an enemy is slowed.

Sleep Arrow is another immobilizing move similar to Sloth Arrow. Where one merely slows an enemy, Sleep Arrow stops an enemy completely by putting him into a deep sleep. Both arrows are effective, but quickly putting a group of enemies to sleep will buy you more time to attack one enemy at a time. Whichever you prefer, spend some Level Up Points to increase the duration of these fine arrows.

Unlike the other Hero classes, the Rogue does not have any moves that will

# Heroes: The Rogue

clear out multiple enemies from all directions. Instead, the Rogue has Multi-Shot, a Power Move that fires a spread of arrows directly in front of her. This move becomes extremely useful as it becomes rare that only one enemy at a time confronts you. As with all of the Rogue's moves, retreat and come at your attackers straight on. This helps with aim and prevents enemies from surrounding you.

Volley of Arrows is costly, but is handy when you are fighting multiple enemies including a larger enemy. Fire the targeted move at the feet of the larger enemy and watch the fiery arrows come crashing down. A majority will pierce the larger enemy, while some scatter around the screen taking out the lesser enemies. This move, however, does not warrant saving your Level Up Points through the beginning of the game when other moves are of more use.

Poison Arrow and Vampire Arrow are two life-draining arrows that damage a target over time. The difference is that Vampire returns some of the life stolen to the Rogue. Fire these at targets when you'd rather see an enemy suffer before killing them.

Hide and Move Silently is one of the Rogue's most versatile moves for it can be used in both defense and offense. This move allows the Rogue to quickly vanish in a puff of smoke, undetected to enemy eyes, a great move for those fearful moments when the Rogue becomes surrounded by enemies. Once vanished, she can retreat to safety, continue forward without being bothered by enemies, or sneak up behind an enemy and attack. Attacking from Hide and Move Silently gives an added melee-attack bonus. Investing Level Up Points into this move is highly recommended.

In addition to Power Moves, the Rogue has traits that allow her to disable traps hidden in chests as well as unlock chests, gates, and doors without the use of Skeleton Keys. These moves are Disable Device and Open Lock. It is also a good idea, as with any Hero, to invest in weapon proficiencies and armor upgrades.

Remember, these are just suggestions and ultimately it is up to you, the player, to decide what works best for you and your Hero as you make your way toward defeating the Wizard, Kaezin. Good Luck!

## Traits & Moves

### Arrow Strike

#### Instant

A precise, targeted shot.

LEVEL	COST	BONUS
1	Default	Acquire move

### Multi-Shot

#### Instant

Two arrows that shoot toward enemies.

LEVEL	COST	BONUS
1	10	Acquire move
2	30	Three arrows
3	60	Four arrows
4	90	Five arrows

### Sloth Arrow

#### Instant

A shot that barely pierces the enemy, but slows its speed temporarily.

LEVEL	COST	BONUS
1	Default	Acquire move
2	30	Slows enemy more, increased duration and damage
3	50	Slows enemy more, increased duration and damage
4	70	Slows enemy more, increased duration and damage

### Set Traps

#### Instant

A trap that is set upon the ground, blasting unsuspecting enemies. Higher level traps deal acid damage as well.

LEVEL	COST	BONUS
1	40	Acquire move
2	80	Increased damage and radius
3	120	Increased damage and radius
4	160	Increased damage and radius

### Hide & Move Silently

#### Instant

A stealthy maneuver that temporarily provides the Rogue cover and multiplies the melee damage done.

LEVEL	COST	BONUS
1	80	Acquire move
2	100	Increased melee damage multiplier
3	130	Increased melee damage multiplier
4	170	Increased melee damage multiplier

### Poison Arrow

#### Instant

A more damaging shot that also poisons creatures.

LEVEL	COST	BONUS
1	80	Acquire move
2	90	Increased poison damage and duration
3	110	Increased poison damage and duration
4	140	Increased poison damage and duration

### Ice Arrow

#### Instant

A more damaging shot that temporarily freezes an enemy.

LEVEL	COST	BONUS
1	150	Acquire move
2	170	Increased ice damage and chance of freezing
3	190	Increased ice damage and chance of freezing
4	220	Increased ice damage and chance of freezing

### Sleep Arrow

#### Instant

A shot that barely pierces the enemy, but puts it into a deep, temporary sleep.

LEVEL	COST	BONUS
1	120	Acquire move
2	140	Increased duration
3	170	Increased duration
4	200	Increased duration



## Exploding Arrow

### Instant

A shot that explodes upon impact.

LEVEL	COST	BONUS
1	200	Acquire move
2	240	Bigger explosion, more damage
3	280	Bigger explosion, more damage
4	320	Bigger explosion, more damage

## Vampire Arrow

### Instant

A more damaging arrow that gives a percentage of the damage it does to an enemy to the Rogue.

LEVEL	COST	BONUS
1	100	Acquire move
2	130	Increased damage and duration
3	160	Increased damage and duration
4	200	Increased damage and duration

## Volley of Arrows

### Instant

A cascade of arrows that rains down upon enemies and explodes.

LEVEL	COST	BONUS
1	800	Acquire move

## Bomb Finisher

### Finisher

A quick bomb drop followed by a back flip out of harm's way.

LEVEL	COST	BONUS
1	20	Acquire move

## Flip Kick Finisher

### Finisher

A flip kick that delivers extra damage to the opponent and attempts to freeze it.

LEVEL	COST	BONUS
1	50	Acquire move

## Sweep Finisher

### Finisher

A sweeping kick that attempts to poison the opponent.

LEVEL	COST	BONUS
1	100	Acquire Move

## Disable Device

### Trait

A talent that allows the Hero to disarm a certain percentage of traps on treasure chests.

LEVEL	COST	BONUS
1	20	Acquire move
2	80	Increased percentage

## Improved Critical

### Trait

A combat talent that increases the likelihood of a critical hit.

LEVEL	COST	BONUS
1	80	Acquire move
2	100	Increased chance
3	120	Increased chance
4	140	Increased chance

## Inner Strength

### Trait

A mental trait that allows the Hero to regain MW faster than normal.

LEVEL	COST	BONUS
1	80	Acquire move
2	130	Increased MW regeneration

## Open Lock

### Trait

A talent that allows the Hero to open a certain percentage of locks without aid of a Skeleton Key.

LEVEL	COST	BONUS
1	Default	Acquire move
2	100	Increased percentage

## Outer Strength

### Trait

A physical focus that gives the Hero a Strength bonus on all melee attacks.

LEVEL	COST	BONUS
1	80	Acquire move

## Resist Fire

### Trait

A trait that gives the Hero a chance to resist fire damage or suffer only a portion of its damage.

LEVEL	COST	BONUS
1	80	Acquire Move

## Resist Ice

### Trait

A trait that gives the Hero a chance to resist ice damage or suffer only a portion of its damage.

LEVEL	COST	BONUS
1	80	Acquire Move

## Resist Poison

### Trait

A trait that gives the Hero a chance to resist poisoning or suffer only a portion of its damage.

LEVEL	COST	BONUS
1	80	Acquire Move

## Wield Daggers

### Trait

A trait that gives the Rogue a degree of proficiency wielding Daggers in combat.

LEVEL	COST	BONUS
1	Default	Acquire move
2	30	Increased damage from Daggers

# Heroes: The Rogue

## Wield Blades

### Trait

A trait that gives the Rogue a degree of proficiency wielding Blades in combat.

LEVEL	COST	BONUS
1	20	Acquire move
2	40	Increased damage from Blades

## Wield Kris

### Trait

A trait that gives the Rogue a degree of proficiency wielding Kris in combat.

LEVEL	COST	BONUS
1	30	Acquire move
2	50	Increased damage from Kris

## Wield Lancets

### Trait

A trait that gives the Rogue a degree of proficiency wielding Lancets in combat.

LEVEL	COST	BONUS
1	Default	Acquire move
2	60	Increased damage from Lancets

## Wield Cutlasses

### Trait

A trait that gives the Rogue a degree of proficiency wielding Cutlasses in combat.

LEVEL	COST	BONUS
1	50	Acquire move
2	70	Increased damage from Cutlasses

## Wear Leather Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Leather.

LEVEL	COST	BONUS
1	Default	Acquire move

## Wear Scale Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Scale.

LEVEL	COST	BONUS
1	30	Acquire move

## Wear Chain Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Chain.

LEVEL	COST	BONUS
1	50	Acquire move

## Wear Splint Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Splint.

LEVEL	COST	BONUS
1	70	Acquire move

## Wear Plate Armor

### Trait

A trait that gives the Hero the ability to carry out his or her actions while wearing armor made of Plate.

LEVEL	COST	BONUS
1	100	Acquire move

## Rogue Specific Weaponry

The following is a list of the Weaponry available to the Rogue. The Rogue is the only Hero who wields dual melee weapons.

## Daggers



These small pointed knives are ideal for stabbing.

**Honorable Mention:** Seven Stars Daggers (Default): Damage increases with XP. Damage Varies.

## Blades



These two miniature swords can slice and dice the toughest of enemies.

**Honorable Mention:** Exquisite Blades of Banes: +5 Damage, +1 Strength, +10 chance of criticals. Damage 44-56.

## Kris



A variation of traditional Daggers, the curvy blades of the Kris make them extra lethal in combat.

**Honorable Mention:** Kris of Frost: +1 Damage, Ice Damage. Damage 23-79.

## Lancets



Lancets are sharp-pointed instruments for precision cutting.

**Honorable Mention:** Grand Lancets of Accuracy: +15 Damage, +5 percent chance of criticals. Damage 48-67.

## Cutlasses



These short swords have a curved, broad blade, perfect for slicing anything in the Rogue's way.

**Honorable Mention:** Cutlasses of Divinity: +1 Damage, + HP Regeneration, + Damage to undead. Damage 40-57.



# Combat and Co-Op

## Combat Basics

There are a few things every Hero should know when going into combat. While some of these things are as simple as knowing the difference between ranged and melee attacks, others are more detailed, such as how to approach blocking enemies. The following is your briefing on these terms and tactics as well as an introduction into group strategies.

## Attack Types

Each Hero has a unique style of combat and numerous attacks. These attacks can be broken into three categories: melee, ranged, and thrown attacks. In many cases, as with the Wizard, most of these attacks are magical and require Mystical Will to perform. But others are just a matter of attacking with weapon in hand.

## Melee Attacks

Melee attacks are done with a Hero's melee weapon and are at close range. All Heroes have a melee attack and a Hero melee weapon to be used in combat. Press **A** to execute a melee attack and continue pressing **A** to complete a melee combo. Although all Heroes have melee attacks, some classes are better at it than others. For example, the Fighter is the strongest Hero and therefore is the most proficient at close-combat melee attacking. The Wizard is a caster, specializing in ranged attacks with limited melee combat Abilities.

When fighting an enemy, a majority of damage given and taken will be melee damage. However, some enemies have characteristics that help defend against melee attacks like shields, area of effect spells, or numerous friends. These are the special cases where ranged attacks may be of more use because of the limited range of

melee attacks. Some Heroes (Wizard, Rogue) have limited melee Abilities and rely on ranged attacks.



*The Fighter is the king of melee attacks, wielding great swords to do his bidding.*

## Ranged Attacks

Ranged Attacks are attacks that you do from a distance and usually involve a projected object. Even if only via thrown objects, all Heroes have some ranged attack Ability. However, the Wizard and Rogue are the masters of this style of attack because of their weaker strength and inability to take damage at close-range combat.

Most ranged attacks require Mystical Will to perform and are considered Power Moves that you must spend Level Up Points on to acquire. The benefit to using these attacks goes beyond simply hitting from afar, as most of these attacks can freeze, poison, or overwhelm an enemy. After a ranged attack is executed, follow with a melee attack. Combining these two attack types is the key to defeating many of the monsters in *Dungeons & Dragons Heroes*. For Ranged Attacks that use targeting, you must hold down the button, move the target to the desired location, and release the button to unleash the targeted spell or item.

Several magic items, such as the Rod of Fire, project ranged attacks, like a fireball. These are finite use items; using them will empty their charge, but you'll find many during your adventure. These items do not drain your Mystical Will, but aren't as powerful as your Hero's higher level ranged attacks. The Fighter and Cleric, who lack a powerful ranged attack, can benefit greatly from these magic items. Use them to thin out crowds or weaken enemies before they close with you.



*Leave it to the Wizard to display ranged magic to keep her out of harm's way while dealing a great amount of damage.*

## Thrown Attacks

A thrown attack uses items found such as axes, daggers, and hammers to attack from a distance. These attacks are most important to the Fighter as this is his main form of ranged attacking. Most of these thrown items are in crates and vases. Thrown attacks do not draw from a Hero's Mystical Will, but are limited to the quantity in a Hero's possession. To execute a thrown attack, assign it to your item button and press **B**.



All Heroes have the ability to use thrown weapons. Here the Cleric uses a thrown weapon to explode some nearby barrels.

## Finishers

A great way to top off a melee attack is a Finisher move. These moves are purchased with Level-Up Points through the Hero Review Screen and supply a powerful exclamation to the end of a melee combo. Each Finisher move is different and character specific. Some Finishers, such as the Fighter's Shock Finisher, send out a shockwave of damage across the screen, while others, like the Cleric's Circle Finisher, allow the Cleric to spin in a circle, clearing all nearby enemies. Whichever Finisher you choose for your character, it is sure to boost the combo damage to any foe in your path.

Like all power moves, Finishers need to be assigned to a combat button via the Action Menu. Once selected, a Finisher Meter will appear at the bottom of the HUD. As successful melee hits are executed, the dots of the Finisher Meter will fill. When any of the dots are filled, the Finisher move can be executed by pressing the assigned button. The more dots filled in the Finisher Meter when the move is executed, the more damaging the Finisher move is. For large combos, quickly fill the Finisher Meter with melee attacks and execute the Finisher move as the final dot is filled. This will cause even the toughest of creatures to tremble. If you find that a creature dies before a Finisher can be executed, the Hero has a few moments before the Finisher Meter starts to diminish. It is in this case that you can use a Finisher to start a combo.

## Monster Types

There are many different kinds of enemies in the world of *Dungeons & Dragons Heroes*, many of whom are larger than our Heroes. Lucky for us, size does not matter when you are carrying a big sword or can command meteors to rain from the sky. No matter how you take them down, most enemies have similar characteristics that can help you determine the best way to approach them. This includes shielded enemies, magic-casting enemies, and archers, all similar to the attack types available to our four Heroes. The following are strategies for dealing with each type of attacking enemy.

### Shielded Enemies

Dealing with shielded enemies is a pain to any Hero, especially one who relies heavily on melee attacks. To combat this nuisance, use a move that stuns, freezes, or immobilizes an enemy. All Heroes have a move capable of doing this. The Fighter looks to his War Cry, while the Cleric can find solace in his Earthquake maneuver. Whichever your Hero, dismiss these shielded foes before you find yourself surrounded by an enemy's cohorts while you are still battling the shielded menace.

If using Power Moves or magic is not your style, persistence will eventually kill a shielded enemy. Either circle around him or her, attacking from a vulnerable angle, or wait for the enemy to attack you, then swing your weapon. You may take damage with this route, but the attacking enemy will leave himself open for a counterattack.

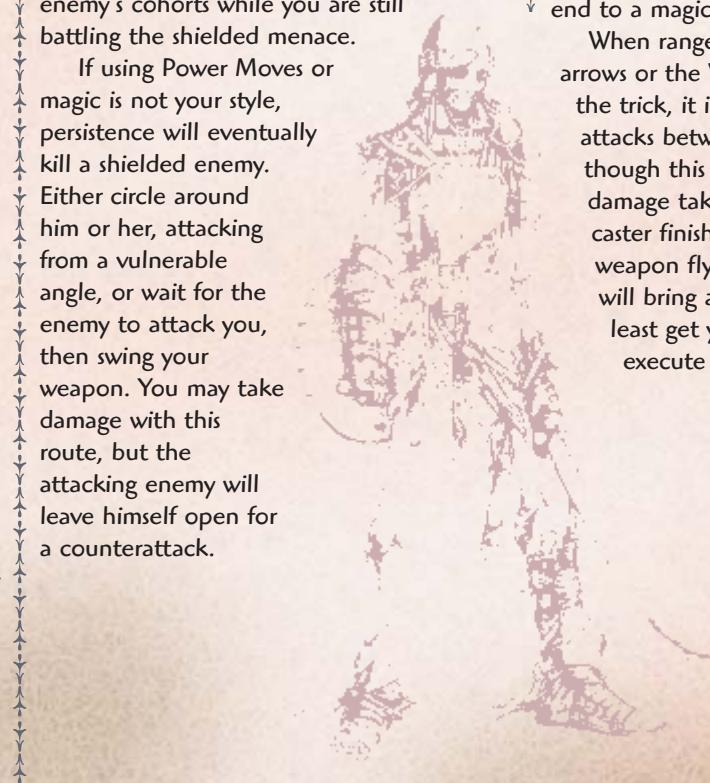


Use a spell that stuns, freezes, or immobilizes a shielded enemy. Here the Fighter uses his War Cry to stun the enemy so that the Fighter can attack while the enemy's defenses are down.

### Magic-Casting Enemies

Magic casters can spell disaster for Heroes attacking with their melee weapon. Being in close combat puts you in prime range for a magic user's area of effect spells. When dealing with one of these enemy types, keep your distance at all costs as magic attacks typically cause more damage than a melee attack. Use ranged attacks to put an end to a magic caster's reign.

When ranged attacks like the Rogue's arrows or the Wizard's Icy Sphere don't do the trick, it is possible to time your melee attacks between an enemy's casting, though this method usually results in damage taken by the Hero. After the caster finishes his spell, charge in with weapon flying. A quick melee combo will bring an end to the caster, or at least get you in close enough to execute a freeze or stun effect move.





## Cooperative Play



Magic-casting enemies are best destroyed with ranged attacks.

### Archer Enemies

Archer enemies are a nuisance in combat. These enemies will sit in the distance firing arrows in your direction. Though not very damaging, the arrows cause an inconvenience. Every time you get struck with an arrow in the middle of executing, the spell is interrupted and you must re-execute it.

Returning fire from a ranged attack is one of the best ways to deal with archers. However, as long as you don't run straight at archers, taking them out with conventional melee attacks is as effective and saves you *Mystical Will*. Don't think that because they only have a bow in hand that the archers will not fight back when confronted. They won't hesitate to wrap their bow around your head if you are not careful. Proceed with caution.



When attacking archers, run at them in arced paths to avoid taking arrows to the chest as you draw near.

One of the more interesting aspects of *D&D Heroes* is the chance to play it with up to four people at once. You can have parties of multiple adventurers fighting side-by-side as you go after Kaedin. There are some things you should understand before plugging in all four controllers and running into the fray.

### Movement

With more than one player, your Heroes' movements must be somewhat coordinated. If the Fighter is pressing forward into a dungeon while the Rogue is trying to go back for a chest she missed earlier, they'll be unable to make any progress. The Heroes can move about in a limited area, but to make any progress they must move in the same direction.



One going north, one going south, no progress made.

### Experience

When working as a party the experience granted for the monsters you defeat will be split almost evenly. The player that strikes the death blow will get an extra ten percent tacked on to the experience awarded. This ensures that all the party members will advance at a similar rate, and that if someone's holding back to stay safe, they'll miss out on some points.

### Monster Toughness

There's a lot of behind-the-scenes wizardry that ensures that monsters won't be totally overwhelmed by four Heroes. It involves a lot of math, but what it means is that the monsters' Hit Points are multiplied by the number of Heroes playing. So a monster attacked by a party of three Heroes will be three times as tough as when it's attacked by one Hero. Which means it will take about the same amount of time no matter how many players you have, so don't expect it to be easy when you have a full party.



# Combat and Co-Op

## Co-Op Strategies

Fighting through the Kingdom of Baele is a blast on its own, but add a buddy, or two, or three and you've got yourself a party. And you also have a whole new set of fighting tactics. Most group tactics will be Hero-specific and can be found in each Hero's section of this guide. But to recap and generalize, here are some things to remember when fighting with friends.

## Know Your Role

Each Hero has their own specialty when fighting in a group. The Fighter is the tank doing most of the melee attacks. The Cleric is the healer lending support to the group and aiding in melee combat. The Wizard is the magic user lending her magical hand with devastating long range attacks. The Rogue helps the Wizard with ranged attacks and plays a sneakier role in attacking with the boys. Knowing your role plays a big part in group play. A Wizard that is trying to melee attack everything will do more harm to a group than good. Play to your Heroes' strengths and the entire group will prosper.

Again, you can find Hero-specific strategies to group play within the Hero section of this guide.



### Share

It can be easy to get caught up in snatching up gold and treasures before anyone else in the group, but by doing so, it leaves someone to fight on their own, or simply leaves Heroes out of the booty. First priority should be killing enemies on the screen, then moving to collect the goodies strewn about. If a Hero gets an item they cannot use, pass it on to someone who can with the "Give" command. Also if a Hero like the Rogue finds Splint armor, give it to the melee fighter until another one comes available. Disperse items found to suit the needs and roles of other group members. Go to your Hero's inventory, highlight the item you want to hand over, and press **X** to give it. Don't be selfish.

### Communicate

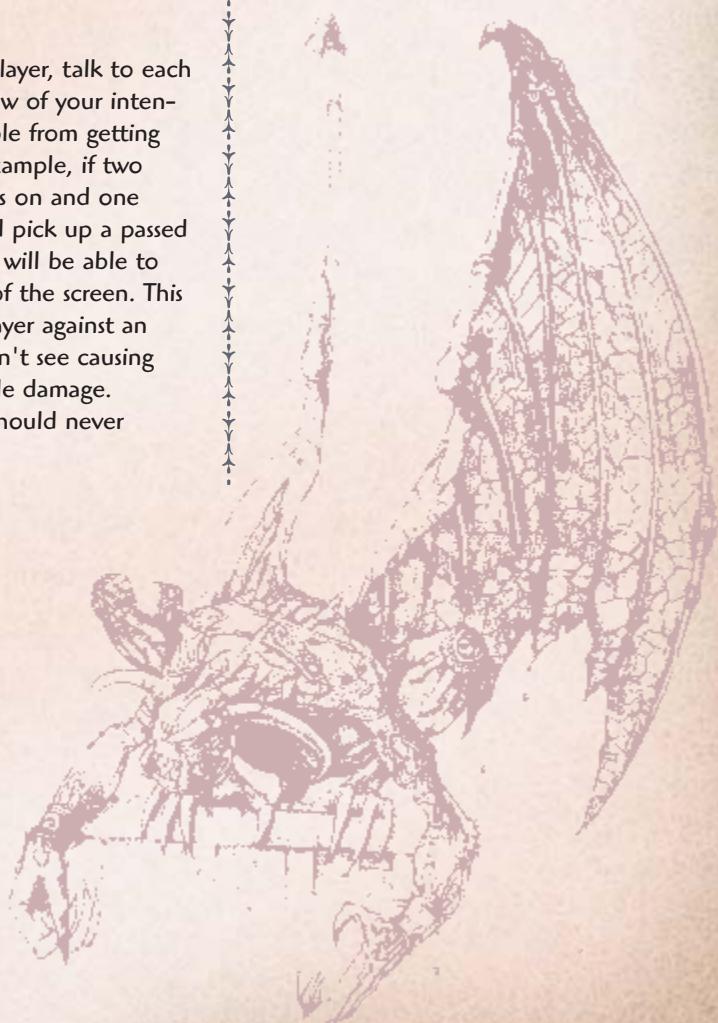
If you are playing multiplayer, talk to each other and let others know of your intentions. This prevents people from getting stuck in the level. For example, if two players are trying to press on and one player is going to try and pick up a passed item, then neither party will be able to move due to the limits of the screen. This can sometimes trap a player against an enemy that he or she can't see causing them great, but avoidable damage. Communicate and this should never happen.

### Have Fun

*Dungeons & Dragons Heroes* is a great game and more fun with multiple players. Have fun with it and don't let arguments over gold, loot, or incidental kills get you down. Play as a team and look out for each other. With that said, go out, make some friends, and have a blast!



Both the player number and the corner your HUD occupies are based on the port your controller is connected to. A single-player game may be played using any port, so if a player plugs his controller into port 4, his player number is 4, and his HUD appears in the 4th player slot (lower-right-hand corner). This also determines the player color for multiplayer games using the Co-op circles option.





## The Dev Team Speaks

### Tips and Tricks from the Hunt Valley Development Team

Now's your chance to get a few pointers from a group whose collective playing time of *Dungeons & Dragons Heroes* adds up to thousands of hours. By steeping themselves in the very fabric of the game, you can bet they've come away with some valuable insight. Take a few minutes and read what they have to say.

#### Erik Ehoff says:

"I find Valley of Arrows to be the most vicious attack, but the Fighter's Frenzy is simply...delicious."

#### Jim Thomas says:

"Don't forget to equip your charisma-boosting items before buying or selling in a shoppe!"

#### Brad Hoppenstein says:

"The most important decision to make during a multiplayer game is...whether or not to charge your friends for items you have that they want!"

#### Justin Francis Thomas says:

"When playing with multiple players (and I know this is a difficult one) share!"

#### Jesse Brophy says:

"It's great to have a diverse group of heroes in multiplayer games. I try to have at least one who can get up close and personal with some melee combat, and another that can lay down some covering fire from a distance."

#### Jeff Smith says:

"Thunderstones, or stunning moves like the Fighter's War Cry, can not only incapacitate enemies, but can create walls of immobile creatures to help block enemy attacks when you're getting swarmed."

#### Gary Spinrad says:

"Use freeze spells or freezing potions to stop large numbers of monsters in their tracks...then pound on 'em with your weapon until they shatter! Freezing enemies helps keeps them off of you and shortens the kill time if you can make them shatter."

#### Martin DeRiso says:

"Anti-Venom potions are the optimal defense when it comes to poisonous enemies and traps. Always be sure to have a few in reserve—just in case!"

#### Alessandro DeLucia says:

"The Wizard relies heavily on her spells. Early on, use Magic Missile and Burning Hands to keep enemies at bay. Later in the game, spend your points to pump up Fireball and Icy Sphere to really tear things up! Of course, nothing does damage like a good Meteor Swarm."

#### David Austin says:

"For the Cleric, three words... Storm of Vengeance!"

#### Constantine Hantzopoulos says:

"Make the most of your Finisher Moves; wait until you are fully powered up before executing!"

#### Chris Esko says:

"The Rogue's Set Traps can be doubly effective if placed next to an explosive barrel."

#### Mick Uhl says:

"Pay attention to the weapons on offer in the market shoppe. The proprietor is often willing to sell a very powerful weapon soon after he opens."

#### Todd Bilger says:

"I like to combo the Fighter's War Cry into his Power Attack to get the enemies to hold still while he winds up for the power shot."

#### Will Gee says:

"Stand behind your friends when they're opening chests, then rush in and grab their loot! Note that this tactic may call for some running and dodging skills (in real life)!"

#### Mark Jarman says:

"Don't go charging into an area without first getting an idea of what's there! You may be brave but you could also find more bad guys than you can handle."

#### Barbara Bents Miller says:

"Run away! Run away! If you are being attacked from all sides, then run away (down a narrow corridor if possible). The creatures will follow you, but they will now be coming from one direction, which is easier to manage."

#### Don Howard says:

"Explosive Arrows, Fireball, Meteor Swarm...anything that burns and goes boom is good in my book!"

#### Nathan Wright says:

"Spend your Level Up points on buying all levels of a power move, instead of one level of each move."

#### Frank Frazier says:

"Always keep an eye on your Auto-Map to make sure you've uncovered every area completely."

#### Joey R. Romano says:

"Questpoints can help identify your objective's location, but more often than not you'll need to take the long way around to get to them."

# The Dev Team Speaks



## Chun Lu says:

"Find and collect all 20 Soul Shards to get the best Ancestral Weapon possible! Nothing less will do!"

## J. H. Dinolt says:

"If your party has multiple heroes of the same class, be sure to spend their Level Up points in different areas to make the ultimate fighting team."

## Brenda Brathwaite says:

Every item you can pick up has an associated weight, and each hero has a limit—be sure to watch your weight! The stronger you are the more you can carry, and regular trips back to the shoppe will help lighten your load."

## Brian Weber says:

"Be sure to try out every item at least once, and don't forget about elixirs and tomes!"

## Tiffany Tan says:

"If you put creatures to sleep, and then attack them, they will awaken!"

## Jim Crawley says:

"Only buy equipment you really feel you need. You can always find something useful while adventuring."

## Sushama Prasad says:

"Don't forget to kill all of the trolls before leaving the marketplace, or else there will be more of them when you return!"

## Scott Elson says:

"I'm a fan of the Vampiric moves myself; there's nothing like getting a little something back for your efforts."

## David Thompson says:

"Chests give you items appropriate to the level you're on—the longer you save your keys, the bigger the payoff can be!"

## Gayle Keidel says:

"Ice vs. Fire and Fire vs. Ice, with that combination you just can't go wrong."

## Pat Snodgrass says:

"Don't forget, you can always go back to levels you've finished to beat up on some wimpier enemies to get some extra XP!"

## Tom Whittaker says:

"If you're going to be a Cleric, be a team player—cast Heal and Holy Aura on your friends to help the common cause!"

## Matt Bell says:

"Beware the Beholder. He'll feast upon your flesh and scatter your bones to the planes!"

## Murray Taylor says:

"I like the Rogue because she's a little faster and has a fun mix of moves. When I walk into a room I like to Set Traps just inside the doorway to protect from any monsters sneaking up from behind. The Bomb Finisher and the Ice Arrow are my personal favorites."

## Scott Spanburg says:

"Some hobgoblins have an overhand swing that leaves them vulnerable for a few seconds—try circling around and hitting them from behind before they can recover."

## Nathan Mefford says:

"Save up your points and buy the most expensive move you can, it'll be worth the wait!"

## Joe Morel says:

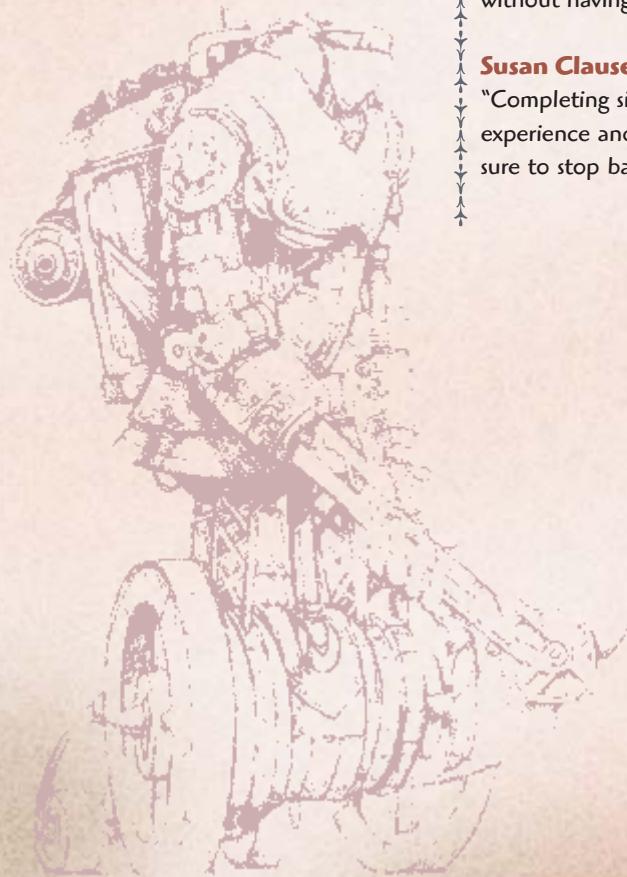
"When playing with partners, don't forget that you can give items to each other. If your teammates are desperately low on keys or potions, give them some from your surplus and make your team more formidable against the enemy!"

## Tom Zahorik says:

"If you die during a multiplayer game with no Raise Dead Amulets left, as long as others are still alive, you can import your hero from the last Warp Point and continue your adventure without having to reload."

## Susan Clausen Paquin says:

"Completing sidequests gives you more experience and helps you level up faster—be sure to stop back in on Taarian and Zyn!"





# How to Use the Walkthrough

## Following the Path

*Dungeons & Dragons Heroes: Prima's Official Strategy Guide* is organized to give you fast and easy access to information you need. The walkthrough gives you the inside scoop on the path you need to follow, the places you need to go, and tips on how to deal with the enemies you'll face.

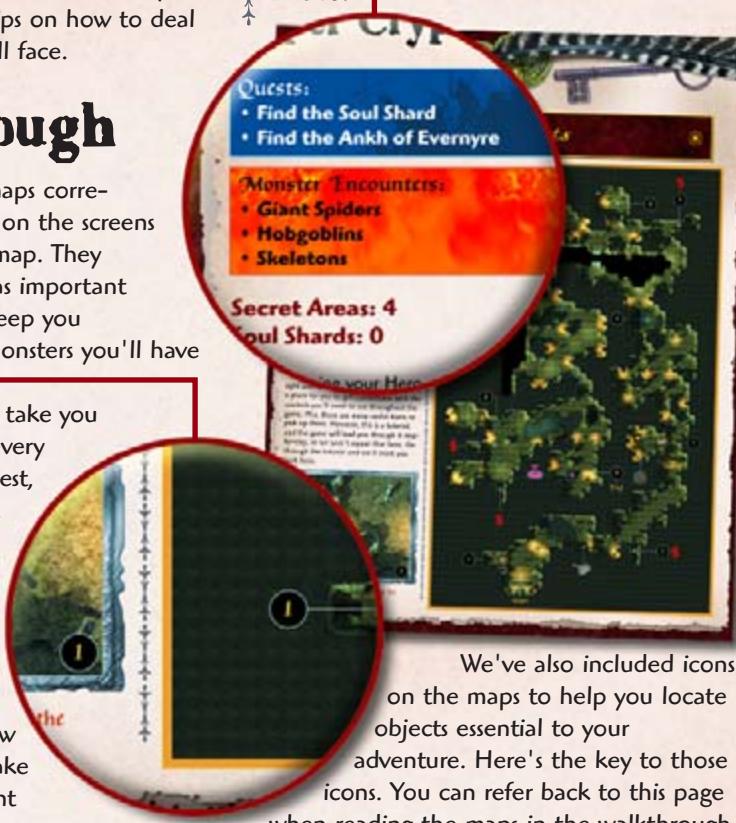
## Walkthrough

The numbers on the maps correspond to the numbers on the screens that come after each map. They point out such things as important places, landmarks to keep you oriented, and tough monsters you'll have to face.

This guide does *not* take you step-by-step through every battle, door, locked chest, and room in the game. *D&D Heroes* has an element of choice to it that makes the game new and entertaining every time you play. This guide provides maps that show you a route that will take you to all the important points.

## Maps

Each map has a quick list of general information about the areas shown. It reveals the enemies you'll face, what quests you'll be given or have yet to complete, how many secret areas there are in the level, and how many Soul Shards are in the map. Like so:



We've also included icons on the maps to help you locate objects essential to your adventure. Here's the key to those icons. You can refer back to this page when reading the maps in the walkthrough.

## Bosses

Each high-powered boss has its own section in the walkthrough. These sections describe the attacks each boss has and gives advice for fighting them. Read the whole boss section before you face the large bruisers so you'll be prepared for what's to come. Forewarned is forearmed.

## Hero Choice

You'll notice that all the screens are of the Fighter Hero. While the Fighter is a good choice for a first time through, being the toughest and least subtle of the classes, the guide will help you no matter which of the four classes you choose to play.

Advice is given for different fighting styles throughout the guide. Whether you're using the Wizard, the Rogue, the Cleric, or the Fighter, you can use Prima's guide to help you through.

Now you're as ready as you'll ever be to jump into the mythic world of *Dungeons & Dragons*. Shake off the grave dirt, grab your Ancestral Weapon, and get ready to track down the most powerful evil Wizard in the land. He's got a lot to answer for.



# WALKTHROUGH



# Baele Crypts

## The Beginning: Upper Crypts

### Quests:

- Find the Soul Shard
- Find the Ankh of Evernyre

### Monster Encounters:

- Giant Spiders
- Hobgoblins
- Skeletons

### Secret Areas: 4

### Soul Shards: 0

After choosing your Hero, you'll be briefed by a Cleric on the current situation.

Kaedin, the evil Wizard, has been resurrected. To combat him, the good Clerics of Baele have brought you back to life.

To begin, go through the door to the left and up the stairs to the tutorial. This is a place for you to get comfortable with the controls you'll need to use throughout the game. Plus, there are many useful items to pick up there. However, this is a tutorial, and the game will lead you through it step-by-step, so we won't repeat that here. Go through the tutorial and we'll meet you back here.



1

Go through the door and up the stairs to get started.



# Baele Crypts



In the tutorial, after you see the on-screen text explaining XP, there is a sealed arch behind two crates. Strike the sealed wall, and it will break, revealing a secret room full of loot.

After you go through the tutorial, continue forward. A sign commemorates your Hero's deeds of the past. Beyond the sign is a locked door. Step over the lever nearby to open it.

You'll enter a crooked hall containing a series of alcoves. The first one on your Hero's right will have a sealed arch. Bust through the wall to reveal a **secret area**.



Another secret stash.

Smash the crates and barrels and fight the giant spiders until you reach another door. Through it is the tomb of Kaedin and the Head Cleric who raised you. He explains and the that Kaedin cursed the Ancestral Weapons of his conquerors (one of whom was your Hero). The power of these weapons was scattered in the form of Soul Shards. If you collect them, you can increase the power of the Ancestral Weapons.

The Head Cleric wants to send you in search of the first Soul Shard in the Magic Repository of Baele Crypts. It's your first

quest of the game. Before you start, however, visit the Warp Point in the tomb to your Hero's left and save your game.



The Head Cleric will send you on the first of many quests.

## Find the Soul Shard

You're now in a crypt. There are many monsters that will come around to say hello as you search. Explore the entire area; there are items scattered throughout. If you're playing solo, move ahead cautiously and take care of creatures as they come at you. If you rush in, you could end up dealing with a herd of monsters, rather than a few at a time.

Even though the Upper Crypt seems open, there is really only one path leading forward. Keep your Auto-Map on to see where you've been so you don't keep backtracking.



Ugly beasts, and challenging for a novice Hero.

When you cross the first subterranean river, a quartet of hobgoblins attacks you. These are tougher than the spiders you've

had to face so far. Check to your Hero's left after your first hobgoblin battle. You'll find more of the monsters and a lot of items by a broken bridge. Backtrack to the scene of the first fight and go forward.

Along a narrow path, you'll have a couple more brawls, and you'll also find a sealed arch. Break through to find a **secret area**.



Another cache secreted away.

After you clean it out, continue on until you see a door to your Hero's right. It opens with a Skeleton Key (make sure you've held back at least one) and leads to the **Rogue's Necropolis**.

Within the Necropolis are treasure and a lot of skeletons. These undead monsters aren't too tough, but there are several of them. Dispatch them as they rise or you'll end up swarmed. Scoop up the loot and carry on. There are more spiders to battle in an open area. When you see a pair of pillars near a bridge, the Crypt caretaker, Vasak, will greet you.



The Rogue's Necropolis is your first experience with the undead.



## Find the Ankh of Evernyre

Vasak is surprised by the surge of hobgoblins in the area, but suspects they're after the Ankh of Evernyre. He pleads with you to find the Ankh before the creatures do and return it to him. If you do, he'll show you the way out.



7

*He seems a bit shabby, but it's a good guess that he's trustworthy.*

Head forward to the complete wood bridge. Pass it and follow the path to more chests, hobgoblins, and loot. Backtrack and cross the bridge. There are several spike traps on the ground, so watch your step.

After you're across the bridge, the hobgoblins get thick. To stay safer, move forward until a few of the beasts appear, then back off and deal with them. If you press forward, you'll be overwhelmed. Play it cautiously.



*Hang on to at least one Skeleton Key. You'll need it soon.*

After following a narrow path, bear to your Hero's right and follow the wall (continuing to take it slowly). You'll come to a door. Open it with a Skeleton Key and you'll enter the **Cleric's Catacombs**. Skeletons are waiting for you, so dispatch them and collect your booty. Exit through the same door and head to the right; there's a **secret area** past the door with more good stuff inside. Head right once more and you'll find another door. Push through with a Skeleton Key and you'll be in the **Knight's Crypt**. Exit the Knight's Crypt and follow

the right wall. You'll find one more **secret area**. It's a profitable corner of Baeli Crypts, so take advantage of it.



8



*Two loot rooms and two secret areas are in this piece of the map. You'll take home a tidy sum.*

Off that big open area where you just were is a Health Fountain. The red liquid will heal you. Stick close to it as you battle the skeletons that rise to defend it.

When your HP bar is full and you've done all you can, use the stairs near the fountain to descend into the Middle Crypts.



9

*The only way out is down.*

Make a beeline for this fountain at the beginning of the open area. Fighting off a horde of hobgoblins, spiders, and skeletons is easy with a healing fountain at your back.



## The Middle Crypts

### Quests:

- **Find the Soul Shards (cont.)**
- **Find the Ankh of Evernyre (cont.)**

### Monster Encounters:

- **Giant Spiders**
- **Hobgoblins**
- **Skeletons**

**Secret Areas: 3**  
**Soul Shards: 1**

Vasak is waiting for you, and he's grumpy. He will, however, sell you some items from his meager stock. He doesn't have much, and you probably don't have much gold. If you're not taking too much damage, you can skip his sale. However, if you're being beaten like a gong, consider some armor or a more powerful weapon. Of great interest should be the Skeleton Keys. It's easy (and frustrating) to run out of them, so buy a few from the old man.



1

*Vasak's a tough old codger, even if he does complain a lot.*

Save your game at the Warp Point, smash the crates and barrels around the area, then head out the big door beyond Vasak.

# Baese Crypts



## Finding the Soul Shards

The area you traverse is straightforward. However, there are a couple of new twists. You'll find a new type of trap that pops up out of the ground and shoots a fireball. You can easily avoid it, except when you're distracted with combat, so try and stay aware.



Fire gets a bigger role in this map.

You'll also meet the hobgoblin shamans. They can cast fire magic to put a crimp in your HP. Target them early in a fight, or they'll hang back and wreak havoc when you're bogged down with the other beasties.

Past the first traps, on your Hero's left, is a sealed arch that leads to a **secret area**. Bust in, pick up what you find, then continue on the original path. Another large open area is crawling with hobgoblins. Slash through them and collect the items. When you reach the other side, just before a bridge on the right wall is another sealed arch with a **secret area** behind it. It's a good one, too.





3



4

Watch out for the red barrels.  
They'll explode on contact.

Across the bridge are several spiders and skeletons. Beyond them the hobgoblins reappear, reinforced by a champion shaman. He's glowing orange, so you can't miss him. Don't hold back. Use your power moves to drop him.

Explore the area to find an outlet near a floor trap. Beyond that is another sealed arch. Break through to find a **secret area**.



5

Beyond that is a narrow hall stuffed with hobgoblins and exploding barrels. It takes fancy footwork to avoid all the hazards, but don't panic. Clear the hall and

stick to the wall to your Hero's right. A pair of doors is set in the wall. Push through and you'll enter the **Magic Repository**.

Follow the wall to your Hero's left to see a small nook. Within is a **Soul Shard**. Pick it up to complete your first quest.

### QUEST COMPLETED



6

Your first Soul Shard. Gather enough of them and your Ancestral Weapon will gain power.

Go out the doors of the Magic Repository and head to the Hero's right. A gated bridge awaits. Cross over and a narrow passage threads onward. It's a haven for skeletons, so get any Holy Water you have ready and forge ahead. At the end of the hall, there's a door that leads to the Lower Crypts. Go through.



## The Lower Crypts and the Ankh of Evernyre

### Quests:

- Find the Ankh of Evernyre (cont.)
- Find Vasak
- Go to Castle Baele

### Monster Encounters:

- Giant Spiders
- Hobgoblins
- Skeletons

**Secret Areas: 1**  
**Soul Shards: 1**

Save your game at the Warp Point. This straight hall is one long trap. Spiked plates smash together at intervals along the length of it, and a fireball gets thrown down the middle every few seconds. You need to tread carefully, keeping to one side to avoid the flaming ball and waiting for a set of plates to mash together before stepping forward. The timing is simple, just don't try to run past more than one set of spiked plates at a time.



1

The traps along this hall take patience to avoid.

A horde of giant spiders waits on the other end of the hall. Cut through it and go through the gate you find in the back of the area.

# Baese Crypts



Skeletons are instantly on you. Beyond them are more hobgoblins with more tricks. Some of their archers have learned how to poison their arrows. Plus another type of hobgoblin shaman is casting Magic Missile in your direction.



The current group of hobgoblins is a pain.

Beyond the hobgoblins is a door. It's locked and you need to find a lever that will open it. When facing the door, turn to your Hero's right. The lever is in that corner. Head over and flip it.

The door opens, but to get the Ankh you need to shut off the flames surrounding its pedestal. Go around the outside of the Ankh's room to the back. A trio of explosive barrels surrounds the lever you need. Set the barrels off from a distance and flip the lever.



You need to work two levers to get at the Ankh.



When it's all clear, head into the Ankh's room and clear out the loot you find there. Grab the Ankh. That's two quests completed. However, you gain another one; you have to find Vasak to return the Ankh.



The Ankh of Everyre.  
Vasak will be pleased.

### QUEST COMPLETED

Getting the Ankh calls the hobgoblins, so be prepared for a lot of fighting as you step out of the Ankh's room. Make your way to the back, where the trap lever is, and go out the door opposite the lever.

A big group of hobgoblins is on the other side, so don't get overwhelmed; the path is wide and you'll have a couple of encounters. After you deal with a swarm of spiders, you'll see a gate. Look to your Hero's right and you'll see a sealed arch, behind which is a **secret area**. Break it open to find loot and your second Soul Shard. When it's all clear, deal with more hobgoblins, and then go through the gate.



Secrets first, then gate.

What follows is a series of small areas separated by gates. You'll have to fight your way through each, facing all three monster types you've dealt with throughout Baele Crypts. Fight them in small groups if you're working alone.

You'll soon find a wooden bridge. Approach it and a cutscene will start. Vasak praises your efforts finding the Ankh of Everyre. He promises to help you out of Baele Crypts and hands over the Silver Skull Key. He promises to help you out of Baele Crypts and on to Castle Baele. Unfortunately his happiness is short-lived, as he's cut down by hobgoblin arrows. You'll have to find your own way out. No time to rest; grab your weapon and avenge Vasak's death.



Things don't end well  
for the crotchety caretaker.

### QUEST COMPLETED

Pick up the Silver Skull Key on the bridge, then cross. There's a huge contingent of nasty hobgoblins on the other side, backed up with a Champion shaman glowing blue. Lead the weaker beasts over the bridge so you can deal with them separately without the shaman hammering you.



Alternately, you can muscle past the group and to the area to the upper-right of the bridge. There's a Health Fountain in the back where you can heal while you fight the horde.

After things calm down, look for the gated stone bridge next to the wooden one on which Vasak died. The gate has a cloaked figure on it. When you put the key

into the gate, a skeletal face appears on the cloaked figure. This is the way out. However, a large open area containing a Health Fountain lies beyond the main fight and is worth exploring.

This area is full of potent items. Gather them, then head to the Silver Skull gate.



You find a Cat's Grace Elixir, a Ring of Meditation, a Rod of Miracles, and an Elixir of Dragons. Good stuff.



This area has pedestals holding valuable and powerful items.

Cross the stone bridge, and you'll find vases and chests for smashing and opening. A couple of spiders may bother you. When you pass to the next area, however, you'll meet a giant spider. She's not happy to see you.

Destroy the smaller spiders first, then concentrate your energy on the big one. If you're in a group, this will go fast. After it's over, find the stairs and exit Baele Crypts for the ominously named "Bulette's Lair."

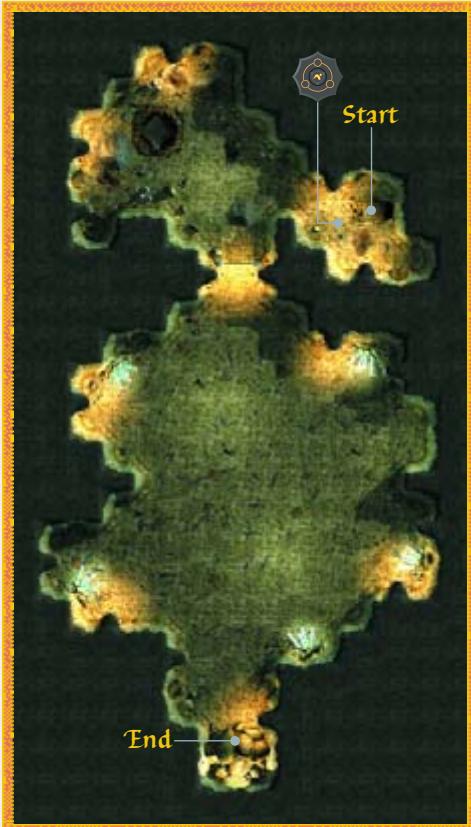


Now that's a giant spider.

7

8

## The Bulette's Lair



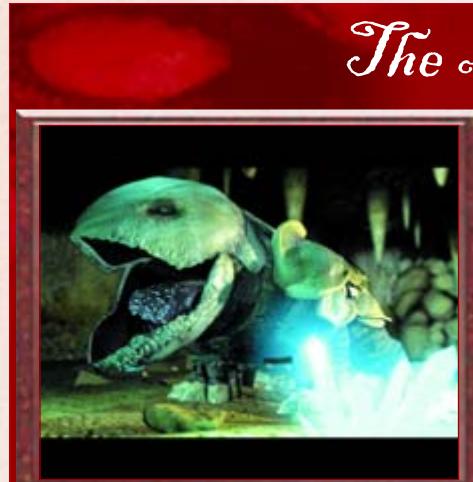
### Monster Encounter:

- **The Bulette (Boss)**

**Secret Areas: 0**  
**Soul Shards: 0**

When you reach the lair, you'll notice a Warp Point. Use it to save your game because there's a big battle coming up.

After that, run through the open area collecting items and unlocking chests. Ignore the gate that leads out for the moment as you sweep through. When things are clear, make sure you're equipped with the best armor and weapons and walk through the gate.



Once through the gate, you see what you're up against: the tough-skinned Bulette. This monster has a thick hide that will resist your every effort to pierce it. However, the creature does have a vulnerable underbelly. You'll need to trick the Bulette into exposing it.

First, though, let's look at the monster's attacks. The Bulette's mouth is a beak-like thing that can do damage with the lightest of nips. If it isn't snapping at you, the Bulette can also smack you hard with a flick of its head. Stay away from the creature's front.



*A stomp will send Heroes flying.*

The creature is a heavy one and uses its weight against you with a stomp move. The Bulette will raise up on its hind legs, then crash down, doing harm to anything within a close radius. Every end of this monster is harmful. If the Bulette shakes, its tail can knock you off your feet.

Despite its bulk, however, the heavy beast can quickly charge. If you're in its path, you'll take a hefty hit. However, this attack is also the Bulette's downfall.



The Bulette is slow and moves badly. You can usually outrun the creature or stay a safe distance away. If played properly, you can get through the battle without much damage.

## The Bulette

Notice the five clusters of glowing blue crystals in the lair. When the Bulette backs up to charge, stand in front of a cluster. Move out of the way before the beast reaches you and it will crash into the crystals, breaking them and falling on its side. This cracks the Bulette's armor plating. Attack its underbelly. You can do serious damage to the creature while it's down. If the monster's health bar is gold, you can't harm it. The bar must be red for you to be able to damage it. This is true of all the bosses.



*When the Bulette hits a crystal cluster, it will be vulnerable to regular attacks. Make the most of it.*

There are five clusters of crystals. Use the same technique with each to defeat the Bulette. Working with a group, you can defeat the monster after two crystal crashes. If you're playing solo, it may take all five.

Don't panic if you use all five crystals and the Bulette is still standing. Smashing all of the blue clusters will weaken the monster enough that you can then use regular attacks to bring it down.

After the Bulette falls for good, a new exit is revealed. Search around the lair for any loot, then you can leave Baele Crypts.



*The Bulette is defeated and the way is open. Press on, mighty Fighter.*

# The Swamp



## Quests:

- **Go to Castle Baele (cont.)**
- **Locate the Rogues**

## Monster Encounters:

- **Hobgoblins**
- **Trolls**

**Secret Areas: 0**

**Soul Shards: 1**

After saving your game at the convenient Warp Point, search your belongings for anything that will give you protection against poison. The Swamp has a lot of foulness within it, and your Hero can suffer for it. However, this level is a short one.

The ground will spit poison. Watch for the spots on the swamp floor that look like three bumps pushed together. If you get too close to one, it will emit a cloud of poisonous green vapor. Also, there are barrels scattered about that have an image of a green horned skull on them. If you break them, you'll release a choking cloud of that green mist, so don't touch them.



The growths on the ground are dangerous.

# The Swamp



These evil barrels don't hold anything but trouble.

Almost immediately upon entering the marshy swamp, hobgoblins attack you. Once again you'll have to deal with poison arrows, shield-wielding grunts, and shamans. The shamans use Magic Missile, so do what you do best.

The swamp isn't a big place, but it deserves exploration as you make your way through it. There are narrow paths here and there that lead to chests or other treasures, so poke around the edges to find them. Follow the edge to your Hero's right after you enter the Swamp to find the narrow strip that leads to a Soul Shard. Pick it up.



The small paths often bring you to loot, like this Soul Shard.

After covering a couple of broad spaces of swamp, you'll have to traverse a smaller path. This one brings you face-to-face with the long-armed trolls. These creatures are tougher than others you've faced, but acid and fire do respectable damage to them. Watch out for the rock throwers among them; they can do their damage from afar.



The poison barrels will affect your enemies, too. Use a ranged weapon to smash barrels when a gang of creeps are next to them and let the poison do some of your work for you.



The trolls are long-limbed and tough. They regenerate, so it takes more effort to dispatch them.

You'll have some more large areas to explore so don't forget to cover all of them. Follow the edges to come across a few chests and barrels containing items for your pack. If you're running low on Skeleton Keys, bear in mind that you will soon be able to purchase some at Castle Baele, then come back to open the locked chests you had to skip.

The path will narrow and you'll come to a point where a hobgoblin swarm mobs you. Use barrels and any other tricks you have to deal with them. The path forward, however, narrows, and it's difficult to avoid taking a whiff of poison from a couple of ground lumps. Shamans and trolls are ahead, so use the narrow path to your advantage, allowing only a couple to attack at any one time.



This path is the way out, but you may breathe some foul air to get through.

After the narrow path, you'll be in another open area. To your Hero's left is a group of barrels. Head for them and a cutscene will start. A Deep Gnome tells you that Castle Baele is overrun with monsters, but a shopkeeper and a band of Rogues are still there. He advises you to talk to the Rogues and says that he'll show up later to sell any interesting items he might find. You're given a new quest to find those Rogues and have a chat.



A funny-looking guy, but he may be able to scrounge up some good stuff.

A stone bridge is in the distance. Guarding it are a few trolls. One of them is larger than his fellows and glowing green. He's a tough nut to crack. Dispatch his buddies first so they're not nipping at your heels, then concentrate on the big guy.

It may take a bit, but you'll get through all right. After he's out of the picture, smash the barrels on either side of the bridge, then climb up the steps. You'll come to the end of the Swamps.



The big Champion troll is a challenge.

# Castle Baele

## Castle Baele: Market

### Quests:

- Go to Castle Baele (cont.)
- Locate the Rogues (cont.)
- Destroy the Trolls
- Find the Missing Keys

### Monster Encounters:

- Hobgoblins
- Trolls

### Secret Areas: 0

### Soul Shards: 0

Save your game at the Warp Point *behind* your Hero and make your way along the stone bridge. A few steps across and you'll be notified that you've reached Castle Baele!

### QUEST COMPLETED

It's not safe, so expect to battle your way in. Hobgoblins block the main gate. After you deal with them, smash the crates and barrels on either side, then go through the gate.



Not quite a welcoming party.  
Act glad to see them.



Check behind the gate doors for a ring of Skeleton Keys.



The Market area of Castle Baele is a central hub from which you will enter several areas as the game progresses. For the moment, there are only two doors that are open to you, the Castle Shoppe and the Dragon's Tankard pub. The Market is overrun with trolls.

# Castle Baele

When you first enter the Market, go to your Hero's right, past the Church of Pelor, to find the door to the **Dragon's Tankard** on the right wall. Slip inside.



The Dragon's Tankard is your first stop.

Be careful of the poison barrels inside the door. Step into the main room of the inn to start a cutscene.

It seems that these four are all that's left of the Crimson Scar gang, a group of Rogues you were looking for. These Rogues are Lidda, Laundra, Taarian, and Zyn. From what Lidda tells you, they have a key to the Great Hall and had one to the Treasury. They need you to clear the trolls out of the Market. Do it and she'll give you the Great Hall Key. Meeting Lidda completes one quest and gains you another.

## QUEST COMPLETED



Lidda is hiding her grief for her fallen comrades well. Rogues aren't the sentimental type.

Before you go back out, search the rooms in the Dragon's Tankard. You'll need a lot of Skeleton Keys, so you might have

to come back later to finish up. When you're done, step back into the Market to kick some troll behind.

You've dealt with trolls before; this is more of the same. Use fire and acid, if you have any, and work together if you're with a group. You'll be told when you've destroyed enough of the creatures to complete your quest.



You must complete this quest before exiting the level or else all of the essential creatures will respawn. So if you kill 10 of the 15 trolls, then go shopping, when you come back, all 15 will be hanging around.



There's a lot of these big lugs around. Search them out and bring them down.

## QUEST COMPLETED

Before heading back to the Dragon's Tankard, stop in the **Castle Shoppe**. Here you'll meet Rik, the intrepid shopkeeper and sole non-evil resident of Castle Baele (the Rogues are just visiting). He'll tell you about the Planar Gems. These jewels must be kept away from the evil Wizard Kaedin. However, to get the Gems you must first open the way to the Portals.

Rik will tell you how to get to the Portals and the Gems if you rid Castle Baele of the monsters that are swarming through it. First, though, you must get the Great Hall Key and Treasury Key from the Rogues.



Rik will sell you items you need and buy items from you that you don't need.

Before leaving, sell any items you no longer need. This will increase your cash flow and decrease your encumbrance. Pick up some extra Skeleton Keys (we suggest at least fifteen), but for now don't buy any weapons or armor from him. You most likely have found some decent items by now, and you'll soon have the chance to buy some interesting stuff from the Deep Gnome you met in the Swamp.

Lighten your load with Rik, then head back to the Dragon's Tankard.

Once there, Lidda congratulates you and hands over the key to the Great Hall. She tells you to search there for the Treasury Key. Lidda asks you to come back and see them if you do open the way to the Portals. They may have some odd jobs for you to do. Leave the pub and head to your Hero's right to find the door to the **Great Hall**, further along on the same wall as the Dragon's Tankard.



The Great Hall is your first of several adventure areas inside Castle Baele.



# Castle Baele: The Great Hall

## Quests:

- **Find the Missing Keys (cont.)**

## Monster Encounters:

- Trolls
- Web Spiders
- Drow

**Secret Areas: 0**

**Soul Shards: 0**



Once inside the Great Hall, save your game at the Warp Point behind you. Then you must face armored trolls. They'll pelt you with stones from behind a row of tables, so chase after them to defeat them. They also have a charging attack, so watch out for a rush.

Once they're cleared, walk around the table blockade and go to your Hero's left as you face away from the door through which you entered the Great Hall. You'll find a room infested with enormous Web Spiders. Get rid of them and clear the room of items. Head back the way you came and follow the path around the row of tables.



This room is a nest of Web Spiders and loot.

A few hundred feet of hallway later, is an area teeming with Web Spiders, more trolls, and guarded by a dark drow. Take it slow, letting a few enemies come at you at a time. Rushing in will get you swarmed and killed.

After things have calmed down, you'll find a furnace in one corner. A group of barrels surrounds a lever nearby. Smash the barrels and flip the switch, and the furnace will shut off, allowing you to grab the loot inside.



What could survive the heat of a furnace?  
Fire-resistant items, of course.

Moving along the hallways, you encounter more Web Spiders and drow. Smash all the barrels you find and soon you'll see another furnace. There's no switch nearby, so move on. Very soon you'll find the final room of the Great Hall. It's populated with two trolls, one of whom is a Champion. Use Fiery Oil and Acid if you've got 'em, and don't hold back. This bruiser is a monster and won't just lie down.

To defeat the Champion troll another way:

- Find him and lure him out of that small end room, then stand next to the still active oven.
- Get him to charge at you, but sidestep and let him charge straight into the oven.
- Usually traps don't hurt the enemies, but the oven will, and fire does extra damage to trolls and should help take a good chunk off of him.

Once the trolls are defeated, you can pick up the Treasury Key (completing a quest) and flip the switch that turns off the second furnace.

### QUEST COMPLETED



The big green troll is the toughest you've met so far.

Now it's just a matter of backtracking to the Market. Pick up the treasure in the furnace as you go by, and follow the path you took to get in. There are now more monsters in the area, so you'll need to fight before you can walk out. It's not as intense as it was the first time. But be careful in the main entry way with the row of tables in it. Web Spiders, drow, and trolls are all there, so take it slow. When it's clear, push through to the Market.



## Castle Baele: Market II

### Quests:

- Bring Keys to Rik
- Find the 1st Sceptre

### Monster Encounter:

- Wandering Monsters

**Secret Areas: 0**

**Soul Shards: 0**



Just outside the door to the Great Hall, you'll find the Deep Gnome you met in the swamp. He's found a few items he thinks you may be interested in. Check out his stock; it should include several powerful and unique items. Now's a good time to spend some of your hard-earned gold.



His inventory is interesting; just don't ask him where he got it.

When you're finished shopping, go to Rik's shop. Make sure you do this before you go to the Treasury. Show him the keys and complete that quest. The shopkeeper is confident you can reach the Portals and explains the history of Kaedin and how he used the Portals to gain power. When he was defeated, the people of Baele returned the Gems to their Planes but didn't destroy the Portals. To get there, you need to find the four Jeweled Sceptres that will open the door to the Portals.

### QUEST COMPLETED

Rik tells you that the first sceptre is in the Treasury. He gives you the Amulet of Jewels that will open the sceptre's chamber and says you must find it. You've got a new quest, so hop to it. Step into the Market again and make your way to the Treasury. It's the second door on your Hero's right as he faces away from the Castle Shoppe. Enter the door and start your next adventure.



You need a lot of Skeleton Keys for the Treasury, so stock up now.



Wandering monsters infested the Market while you were chatting with Rik. You can fight them off or head straight into the Treasury.



The monsters don't know when to quit. They've come back to the Market for more punishment.



## Castle Baele: Treasury

### Quests:

- Find the 1st Sceptre (cont.)
- Return to Rik with 1st Sceptre

### Monster Encounters:

- Drow
- Web Spiders

**Secret Areas: 0**

**Soul Shards: 1**

Save your game at the Warp Point, then deal with the drow that are pestering you. Do not think they're weak just because they're smaller than trolls. Enough drow can drain your HP. Take your time and try to clear out the main room before dealing with the caged areas against each wall.



1

There will be time to get the goodies after you secure the perimeter.

When the Treasury is safe, you can search the cages. Most of them are locked and will need a Skeleton Key to open. On each pedestal is a Raise Dead Amulet.



As you approach one of the cages, it is opened by the Amulet of Jewels that Rik gave you. This leads to the sceptre. However, explore a bit first. Head to the back of the Treasury and into the hallway you find there. It's crawling with Web Spiders and drow elves. Get the attention of a few of them, then back up into the main area to fight them.

Do that until the monsters are gone, then head into the hall. Follow it straight ahead to find a room with a Health Fountain, a Mystical Will Fountain, and several big web spiders. Make short work of them and fill up your energy.





These fountains make fighting easy.

Go back and explore the cell you opened with the Amulet of Jewels. You'll find more drow and Web Spiders, and a lever. Flip it and a pedestal in the Treasury will be accessible to you. Head back and pick up the Raise Dead Amulet on the pedestal that you freed up with the lever. After fighting a few more drow, go back to the cage you opened with the Amulet of Jewels.



This cage leads to the sceptre. Smash the crates blocking the way to the tunnel and head through.

Past a couple of crates is a rough tunnel. Follow its winding path, battling drow as you go, and you'll end up in the Sanitarium.

It's heavily populated with nasty creatures. There are also more cages along the walls. Dispatch the loose enemies, then open the cages. As you do, more enemies will come at you. Take it in stages to avoid getting mobbed.

Work your way to the back of the Sanitarium, ignoring the hall to your Hero's left for the moment. One of the cages along the back wall holds the first Jeweled Sceptre. Now you must get it back to Rik.



A drow spell caster is in this cage with the sceptre, so be careful.



As you face the cages on the back wall, go to your Hero's right and there, behind some crates, is a lever that opens another pedestal in the Treasury. Flip it, but don't head back just yet.

Now it's time for the hall near the back wall that you ignored earlier. It's a short passage that leads to a room full of Web Spiders and a powerful drow spell caster. She's not tough, but her spell is damaging so take care of her quickly. When it's over, flip the switch in the corner to open the exit door. Gather the loot on the table, which includes a **Soul Shard**.



A sceptre and a Soul Shard, not a bad haul.

Return to the Treasury through the rough tunnel and collect the remaining Raise Dead Amulets on the pedestal. Go back and exit through the Treasury door. It leads you into the Market.

## Castle Baele: Market III



### Quests:

- Return to Rik with 1st Sceptre (cont.)
- Find the 2nd Sceptre

### Monster Encounters:

- Wandering Monsters
- Web Spiders

### Secret Areas: 0

### Soul Shards: 0

Run back to Rik's Castle Shoppe and show him the first sceptre. He's pleased that you've done so well and tells you what he knows of the second Jeweled Sceptre. It should be in the **Barracks**. Rik hands over the Moon medallion to let you in to the Barracks.





Completing the quests for Rik earns you experience points.

Walk out of the shop and make for the entrance to the Barracks, which is on the same wall as the Treasury door, but further along. It's a gate with a small antechamber full of Web Spiders, barrels, and crates to be dealt with. Plus there are some wandering monsters running around the Market.

The Moon medallion will open this gate. Do what you need to do, then walk up the stairs to enter the Barracks.



Open the gate with the Moon medallion and head up the stairs to start adventuring in the Barracks.

## Castle Baele: Barracks

### Quests:

- Find the 2nd Sceptre (cont.)
- Return to Rik with 2nd Sceptre

### Monster Encounters:

- Drow
- Trolls
- Web Spiders
- Mind Flayer

### Secret Areas: 1 Soul Shards: 0

Save your game at the Warp Point, then go behind the stairs to search the barrels and crates.



The Barracks area is a rough square with locked rooms at various points. This means that if you rush in, you will be swamped by monsters. If you have a large group, then give it a try. If you're shorthanded, then use caution as you move around, dealing with enemies as they show up and backing up when needed.



If you're not careful, you'll quickly find yourself in the thick of things.

The first room that you come to is the **Officer's Quarters**. There you'll find the second Jeweled Sceptre, but you need to get the Officer's Key first.



The Officer's Quarters is your final destination in the Barracks.

To gain a lot of good experience, clear out the Barracks systematically. Wind your way around the various rooms defeating the creatures you come across.

From the entrance, follow the wall to the Hero's right and, after the first corner, you'll come across a **secret area** near a pair of poison barrels. It's full of valuable items, so sweep it clean.



Flip the lever in the middle of the secret area to free up the loot.

Search through every room, unlocking chests and smashing objects to clean up on the items you'll find. However, if you just want to get the Jeweled Sceptre and get out, we can help with that, too.

From the stairs where you entered, go straight ahead, following the wall to your Hero's left. You'll pass the Officer's Quarters and then, on the right side, there will be a small, square room. Go in and you'll find the Officer's Key on a desk.



The Officer's Key is in this small room.



Another room full of arrow-firing ballista is nearby. Run through the shots to recover a lot of cash. Then flip the lever at the back to reverse the direction the arrows are fired and head out.

Take that key back to the Officer's Quarters, and it will unlock the door. Go through the second door to the main part of the Quarters. Inside you'll face your first mind flayer. This creature has a lot of hit points, nasty mental attacks, and strong defenses against your mental attacks. Aggressiveness can rule the day when facing a mind flayer. It can lock you in place with a spell, so have a ranged attack handy.

When the tentacle-faced monster is defeated, pick up the second Jeweled Sceptre in a corner of the room. Now you have to bring it back to Rik.



You can also pick up the Sceptre and run out of the level, skipping the mind flayer and subsequent battles.

## QUEST COMPLETED



A mind flayer guards the second Jeweled Sceptre. Fast attacks will keep it off-balance.

## Castle Baele: Market IV

### Quests:

- Return to Rik with 2nd Sceptre (cont.)
- Find the 3rd Sceptre

### Monster Encounter:

- Hobgoblins

**Secret Areas: 0**  
**Soul Shards: 0**



When you're back in the Market, head to the Castle Shoppe to talk with Rik. The shopkeeper praises your efforts again and gives you the Sun medallion to open the gate to the **Church of Pelor**. Unburden yourself of any unwanted items, then head to the church.

## QUEST COMPLETED

The gate to the church is across from the Barracks entrance. You may find a few hobgoblins in the Market, but by now they should be easy to defeat. Get to the church gates and the Sun medallion will open them. Head up the stairs and you're on your way to the next adventure.

# Castle Baele: Church of Pelor

## Quests:

- Find the 3rd Sceptre (cont.)
- Return to Rik with 3rd Sceptre

## Monster Encounters:

- Drow
- Hobgoblins
- Trolls
- Web Spiders
- Mind Flayers

## Secret Areas: 1 Soul Shards: 1

When you enter this new area, find the nearby Warp Point and save your game. Smash the barrels and crates behind the stairs before moving forward into the church proper.

You have a choice of going straight or to your Hero's left. Choose the left. You'll walk around the church on this path, but it's worth it. Drow attack as you go, so stay on your toes.



The drow will harass you as you head left along the path around the church.

The third sceptre is inside the building, to your Hero's right. You can't reach it yet so keep moving around the first corner. Walk right up against the wall to the Hero's left. When you reach the next corner, you trigger a secret door. Step through to the secret area.



This corner with a single exploding barrel also houses a secret area.

Inside the hidden room you'll find loot and a **Soul Shard**. Clear out the area, then exit. Proceed down the path in the same direction you were going. A couple of fights against drow later and you'll be at the stairs leading to the church.

Go up to the landing. You can follow the landing's outer path around the church again. There are two locked chests near the back (and several drow to fight). Defeat the drow, then step through the door to the church's interior and get ready for battle.

A pair of mind flayers hold sway over the main hall. They'll call forth hobgoblins to harry you, but don't be distracted. Focus your attacks against the flayers or else you'll just be kept busy slashing up an endless supply of hobgoblin cronies.



The church is inhabited by some evil folk.

The flayers can also fling the vases at you; stay on the monsters and you'll be fine. When both of the flayers fall, a door opens inside the church. Step through and face another mind flayer.

# Castle Baele



The church's inner areas are also being defiled by evil.

Defeat him and a second door opens to a vestry with a pair of mind flayers. By now you know what to do. Take them down and a third door opens. Another matched set of flayers is beyond it. Defeat them, then unlock the chests and flip a lever that opens a door off the church's main hall.



Insect Plague seems to work well against the mind flayers. The buzzing pests damage the monsters and interrupt their attacks.

Backtrack to the newly opened door (smashing crates and vases as you go). Be aware that there are more mind flayers that showed up when you were busy with that lever. Defeat them and the other monsters that have appeared before going through the new door in the main hall. When it's clear, go into the recently opened vestry to face a mind flayer and a bigger, purple-glowing mind flayer.



Glowing creatures are never a good thing.

As with the other glowing monsters you've faced, first dispatch the henchmen, then focus on the main attraction. Luckily this vestry has both a Hit Point and Mystical Will Fountain inside. You can pull out all the stops when battling this menace.

When things are quiet, pick up the loot and the third Jeweled Sceptre that is on the altar. That's a quest finished, now you get a new one; return the sceptre to Rik.

## QUEST COMPLETED

Getting back to the Market involves more battles. A more deadly type of wandering monster appears and more await at the staircase leading out. You can hack them for the XP or run by and go down the stairs.

## Castle Baele: Market V

### Quests:

- Return to Rik with 3rd Sceptre (cont.)
- Find the 4th Sceptre

### Monster Encounter:

- Drow

### Secret Areas: 0

### Soul Shards: 0



It's another trip to the Castle Shoppe for you, Hero. Rik gives you the key to the **Dungeon of Castle Baele**. Divest yourself of all unwanted items, then step back out into the Market.

## QUEST COMPLETED

The Dungeon entrance is next to the door to the Castle Shoppe. Turn to your Hero's left and it's there against the same wall.



You've passed by it a few times, now it's time to enter the Dungeon.



# Castle Baele: Dungeon

## Quests:

- \* Find the 4th Sceptre (cont.)
- \* Open the Sceptre Door

## Monster Encounters:

- \* Drow
- \* Destrachans
- \* Skeletons

## Secret Areas: 2

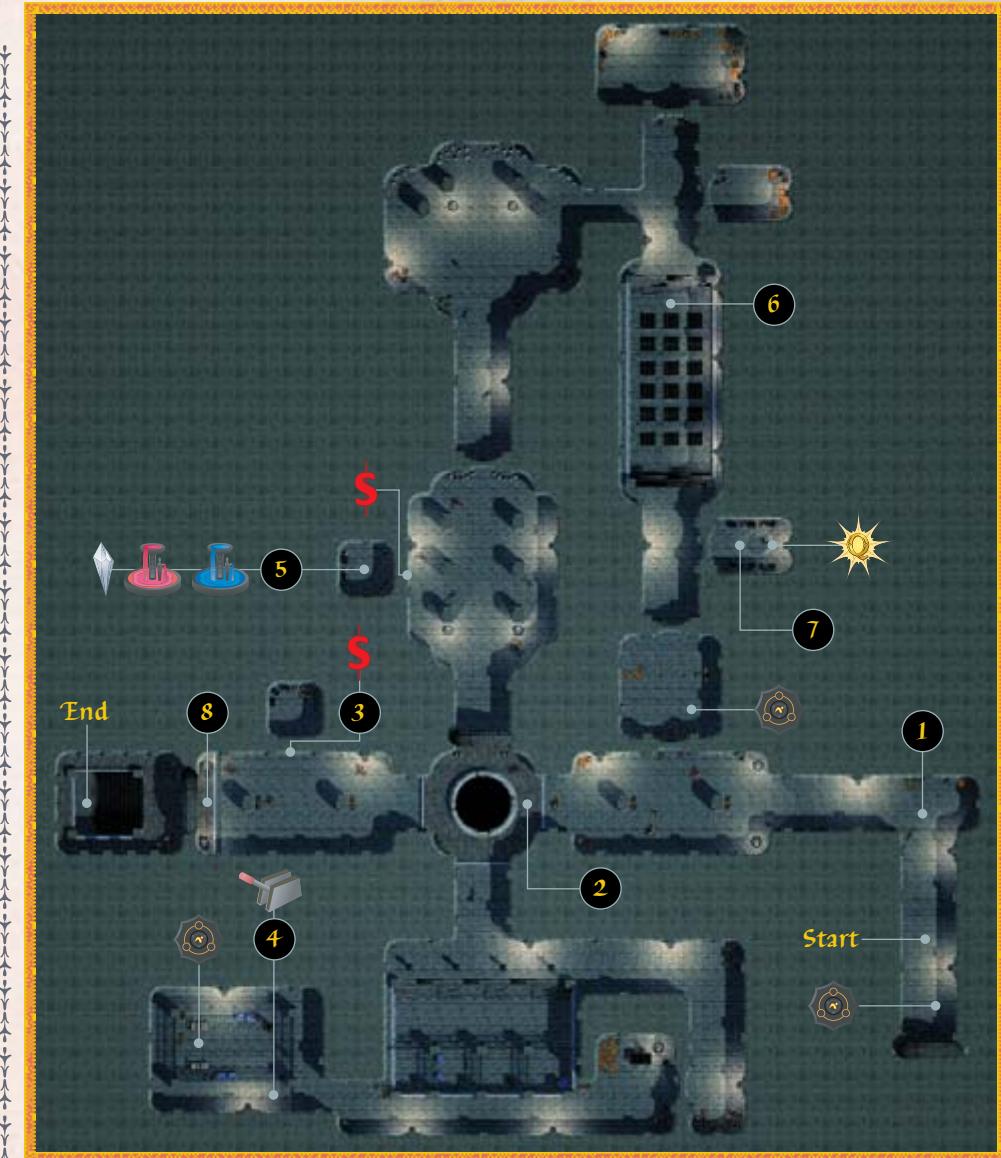
## Soul Shards: 1

Start the level by backing up and saving at the Warp Point. Move through the hall until you're face-to-face with a few drow and a new monster, the destrachan. Destrachans populate the Dungeon along with the drow and other beasties, so get used to them.



The hook-handed and blind destrachans make their debut in the Castle Baele Dungeon.

Resistance can be stiff with drow spell casters and destrachans in your path. Push through until you reach a large round well, with halls leading off in four directions. The way open to you is to your Hero's left as he or she enters the well area. However, make note of the door to the Hero's right. The Mark of the Guards is needed to unlock it. You'll be returning here soon.



This large well is a good landmark to remember.



# Castle Baese

Before you head to the left, walk around to the other side of the well and explore the hallway beyond. Take care, there are a lot of enemies in it. Deal with them, then check out the wall area between two statues with a pile of gold in front of it. Bump up against it to reveal a **secret area**.



There's a destrachan next to the secret door staring at it.



This secret area is worth a lot of cash.

Skeletons will attack you inside, but they aren't too tough to deal with. The reward is high, a few locked chests and a lot of gold. Scoop it into your pack, then head back to the well area and into the room across from the Mark of the Guards door.

A row of caged areas awaits, along with some drow. When you open the cage doors, you'll set off fireball traps that periodically shoot a flaming missile at the door. Swinging blade traps come out of the ground in front of cell doors. Avoid them and clear the cells of their treasures, destroying the drow and skeletons within as well.

Follow the hallway and you'll walk around the back side of the cells. You'll encounter more monsters as you go. Their numbers aren't great, but the fast-shooting drow archers can whittle you down, so watch for them. Past the cells, you'll come to another space with a large caged area.

The magic-throwing drow inside the cage are inaccessible to melee attacks, so use ranged attacks to get at them. They'll pick away at you otherwise as you run around the cage to get at the lever that opens it up.



There are several powerful spell casters inside.

Make your way around the cage (battling drow as you go), and you'll find a lever. Flip it to open the cell door, then run back to it. Once inside, mop up any creatures still left alive and pick up the Mark of the Guards. Sweep up the treasure in the cage, then head back to the area with the large well.



The lever is all the way around the cage. Follow the wall to reach it.

There will be a few monsters trying to block your path, but don't let it stop you. After you get to the locked door, approach it and it will open with the Mark of the Guards.

The pillared room beyond the door is crawling with foes, but there's a way to keep safe. The long wall to your Hero's left as you enter the room has a **secret area** behind it. Inside is a **Soul Shard** and both a **Mystical Will** and **Health Fountain**. You can fight in safety and pop back to the fountains to recharge if things go badly.



This secret area contains Soul Shard, energy fountains, and treasure.

Beyond the pillared hall is another large room with lots of drow spell casters and a glowing destrachan. This fight is difficult if you split your attention between all the foes. Track and defeat the drow one at a time, bringing down the total number, then go after the big fellow. There are two fountains in the room you just left. Run back to charge up if you need to.

When that area is empty, move on. A cutscene shows you the steam grates you'll have to cross. Before attempting it, explore the other two rooms with chests and smashable objects inside. Then go back to the grates. You have to time it so you walk across when the steam isn't under you. When you're playing with a group, this can be challenging. Stick together and you'll get through.



The steam grates aren't too bad, but with a few people trying to negotiate them at once, it can get chaotic.

There's a short hall past the steam grates with two rooms leading off it. Go into the room to your Hero's left to find a monster and the fourth Jeweled Sceptre. Grab the item to complete your quest. Now you have to use all four sceptres to open the door to the Portals. Open up all the chests to get more loot, then walk into the other room off the hall.



## The Portals



The fourth and final Jeweled Sceptre waits for you here.

### QUEST COMPLETED

Battle through some drow, then save your game at the Warp Point. When that's done, destroy the crates in front of the door and go through. You'll end up back near the beginning of the Dungeon and in the middle of another fight.



If you are playing solo, be prepared for the upcoming boss battle. Visit Rik and make sure you've got a large stock of Healing potions and/or Mystic Will potions. If you've been waiting to buy

some wicked weapon or armor, now is the time to do it. Read the Beholder boss battle section so you know what to expect.

Go back to the room past the large well where you found the first secret area in the Dungeons. A large door is at the end. Approach it and your Hero will use the four Jeweled Sceptres to open it. Beyond that lies the stairway to the **Portals**. Descend the steps.



8

With all four Jeweled Sceptres, your Hero can finally find the way to the Portals.

### QUEST COMPLETED



### Monster Encounter:

#### • Beholder (Boss)

### Secret Areas: 0 Soul Shards: 1

Move down the long hallway until you find the **Soul Shard** and Warp Point at the end. Grab the Shard and save your game. Move on to the room with the large red disk on the floor. Ignore it for now. Make sure your buttons are set for the attacks and items you want, and that you've got all your best armor and weapons equipped, then proceed on to meet the next big boss.



1

Another Soul Shard is here for you.  
Save at the Warp Point.

## The Beholder



The creepy horror that is the Beholder is waiting for you. It's guarding the Gem of Winds, which you need. Unfortunately, the monster isn't going to just hand it over, so you'll have to fight.

Facing the Beholder solo can be a harrowing experience. There's no real trick to fighting the creature; you just have to do more damage to it than it does to you. If you have Berserk Brew, use it to give your attacks some extra punch.

Use ranged weapons and thrown items rapidly to keep the Beholder off balance. It won't slow the thing down much, but the attack will chip away at its hit points.

on the floor you passed earlier has turned into a Teleporter that leads back to the Castle Shoppe. Use it to return to the main level of Castle Baele.



Don't forget about Lidda.

Chat with Rik and use his shop if you need to, then head out to the pub. Talk to Lidda's associates and they'll ask you to look for specific things in the planar worlds. One will ask for the Wild Bella Note, found in the Yuan-ti Wilds. The other will request a Cask of Winters from the Frostbound. You're about to enter the Yuan-ti Wilds, so keep an eye out for the Bella Note.



Rik is overjoyed to see the Gem of Winds. He's hoping you can gather them all.

He must hate Kaein to be so happy for your success.

Make any last purchases you need from Rik or the Deep Gnome outside the Great Hall, then use the Warp Gate in the Castle Shoppe to return to the Portals.



The dark blue bolts are particularly nasty.



Don't forget your Healing potions. Now's the time to use them with abandon.

When the Beholder's hit points are worked down to nothing, you get to watch his spectacular demise. When the monster is gone, you automatically get the Gem of Winds.



At the end, the Beholder doesn't look so pretty.

Make certain you sweep up all the gold that is lying around the lair. Congratulations, you've succeeded in gaining what you need to start entering the Portals.

## A Quick Stop Before the Portals

After you acquire the Gem of Winds, you can start tackling the worlds that the Portals lead you to. However, think back and you'll remember that Lidda, the Rogue in the Dragon's Tankard pub, asked you to come back if you found the Portals. Now's the time to do that. Save your game, then return to the pub. The inactive Teleporter



The beholder has a plethora of magical attacks that home in on you.

You're in luck if the creature backs into a corner. Fling Insect Plagues at it to keep it there and use other tossed items (such as Fiery Oil) to do continuous damage.

Fighting the Beholder as a group is a different experience. Simply wading in may work just fine, but try to cycle your front-line Hero. If someone is taking too much of a beating going toe-to-toe with the monster, have them pull back and substitute a healthier party member. Meanwhile, have the others attacking from afar or on the beast's flanks. Using that tactic, you can defeat the monster quickly.



Attacking fast and hard can rule the day with a large party of Heroes.

The Beholder's attacks are many and varied. There is, of course, the purely physical offenses like a bite with its huge, sharp fangs and a spinning move that whips its eye-stalks around like flails. But most devastating are the spells that the Beholder can cast. Many of them are homing and some have secondary effects. You can get hit by bolts that will poison or slow your Hero, adding to the damage you take.

Many of the attacks can be dodged, but watch out for them curling back to take another shot at you. Run from these until their power wears out.

# The Portals: The Yuan-ti Wilds

## The Portals



### Quests:

- **Find the Five Gems**

### Secret Areas: 0

### Soul Shards: 0



The Gem of Winds opens this door so you can reach the Yuan-ti Wilds.

After traveling to the area where you fought the Beholder, look around at the four doors. Each one can be opened by a different Planar Gem. This area is the hub for your adventures in the Portals.

When you come to the door with an image of the Beholder, it will open in response to the Gem of Winds. Step through to see a Teleporter. Walk onto it (after grabbing the Anti-Venom Potions) and you can go to the **Yuan-ti Wilds**.



Your first trip through a portal.

## The Yuan-ti Wilds

### Quests:

- **Rescue the Priestess**
- **Find the Crown**
- **Harvest Bella Note (cont.)**
- **Find the Five Gems (cont.)**

### Monster Encounters:

- **Yuan-ti**
- **Web Spiders**

### Secret Areas: 2

### Soul Shards: 1



A Yuan-ti Apprentice with a mission and a gift.

As soon as you enter the Wilds, a Yuan-ti Apprentice explains that the peaceful Priestess has been captured by the evil Yuan-ti King and his Poison Armada (that doesn't sound good). She begs you to save the Priestess and gives you a Serpent's Ring to help protect against the poisonous nature of this world's inhabitants.



Many venomous creatures populate the Yuan-ti Wilds. Wear the Serpent's Ring to cut down on the damage you'll take from poison.

# The Portals: The Yuan-ti Wilds



Explore the area to pick up some loot. Move along to meet your first hostile Yuan-ti. The black-and-white ones are archers that shoot poison arrows. Dispatch them and keep poking around. You'll soon find red Giant Spiders that can also poison you. Glad you have that ring now, aren't you?



The first Yuan-ti camp. You'll see many before you're done with the Wilds.

The Wilds are overwhelming at first. There are many large areas with lots of nooks and hollows along the edges. Thoroughly explore each area. Keep your Auto-Map feature on (and refer to the map in this guide), and the path forward will become obvious as you go. Past the first large area, there's a narrow path to your Hero's left. Follow it to a hollow containing a Health Fountain guarded by spiders and Yuan-ti. Open the chests, defeat the foes, and backtrack to the path.



This hollow has a red Health Fountain.

There's another hollow farther on and to the Hero's left that contains a serpent altar and more enemies. After that the path opens into another large area. Explore it, starting to the Hero's right. You'll circle through, finding a Mystical Will Fountain near the back and many foes to fight, eventually coming to another narrow outlet path.



Swing the camera around so you can see within the nooks you pass. The overgrowth obscures some of them. There are many locked chests and crates in the nooks.

When you start down the new path, the Yuan-ti Apprentice shows up to tell you of a new development. The Poison Armada has stolen the Serpent's Crown, which the Priestess uses to channel power from her god. You must find the crown and replace it on the statue from which it was stolen.



3

The Yuan-ti Apprentice is in dire need of your help.

Continue forward to come across another camp inhabited by some Yuan-ti and spiders. Head to your Hero's left as you battle and take the path on the left past the camp.

The path opens to reveal the Burial Ground, which is home to a statue of Mershauk. This is where the stolen crown needs to be replaced. Defeat the guards and smash the crates and barrels in the altar space. Continue forward along a narrow path beyond the statue's altar.



4

Remember this spot; you'll eventually have to return here.

Down the path is another small area. This one is taken up mostly by an enormous red spider and its sisters. Something to stun the creatures—like a War Cry or a Thunderstone—is an immense help here. Slice up the smaller spiders first to get them out of your hair, then attack the big leader.

When you finish, scour the area for loot, then approach the hole in the back of the grassy area. It leads to a **secret area**. Inside there is a lot of treasure and, in front of a

serpent altar, the Bella Note that Taarian was looking for. Grab it and the loot, then head back.



5

The snake hole in the ground is your path to a hidden spot.

### QUEST COMPLETED

Backtrack to the camp by the path that led you to the Mershauk. Walk around the area to the Hero's left and explore. You'll eventually be confronted by a mob of Yuan-ti in front of a door. One of them is a champion Yuan-ti. Back off and let the mob come to you so you don't get overwhelmed. If you're in a group, wading in might not be a hardship, but if you're working solo, be cautious. Avoid any Insect Plagues the mob throws and take your time to defeat the monsters.

After they're done for, ignore the door and, when facing the door, follow the path to your Hero's left. You'll find another hole leading to a second **secret area**.



6



7

A big fight can lead to big rewards. Take care of your enemies, then find the hole leading to riches.

This grassy hollow contains a great deal of chests and items, some of them very powerful. Plus, in front of the serpent altar is a **Soul Shard**. Quite a good haul for a hole in the ground.

Step through the hole and backtrack to the door where you fought the big Yuan-ti. It leads to the **King's Fort** and the next step of your adventure in the Yuan-ti Wilds.



# The Portals: The Yuan-ti Wilds

## King's Fort

### Quests:

- **Rescue the Priestess (cont.)**
- **Find the Crown (cont.)**
- **Find the Five Gems (cont.)**

### Monster Encounters:

- **Yuan-ti**
- **Spiders**

### Secret Areas: 0

### Soul Shards: 1

Inside the King's Fort, save your game at the Warp Point. Follow the straight green path to a pair of Yuan-ti archers and a set of stairs. Defeat one and climb the other.

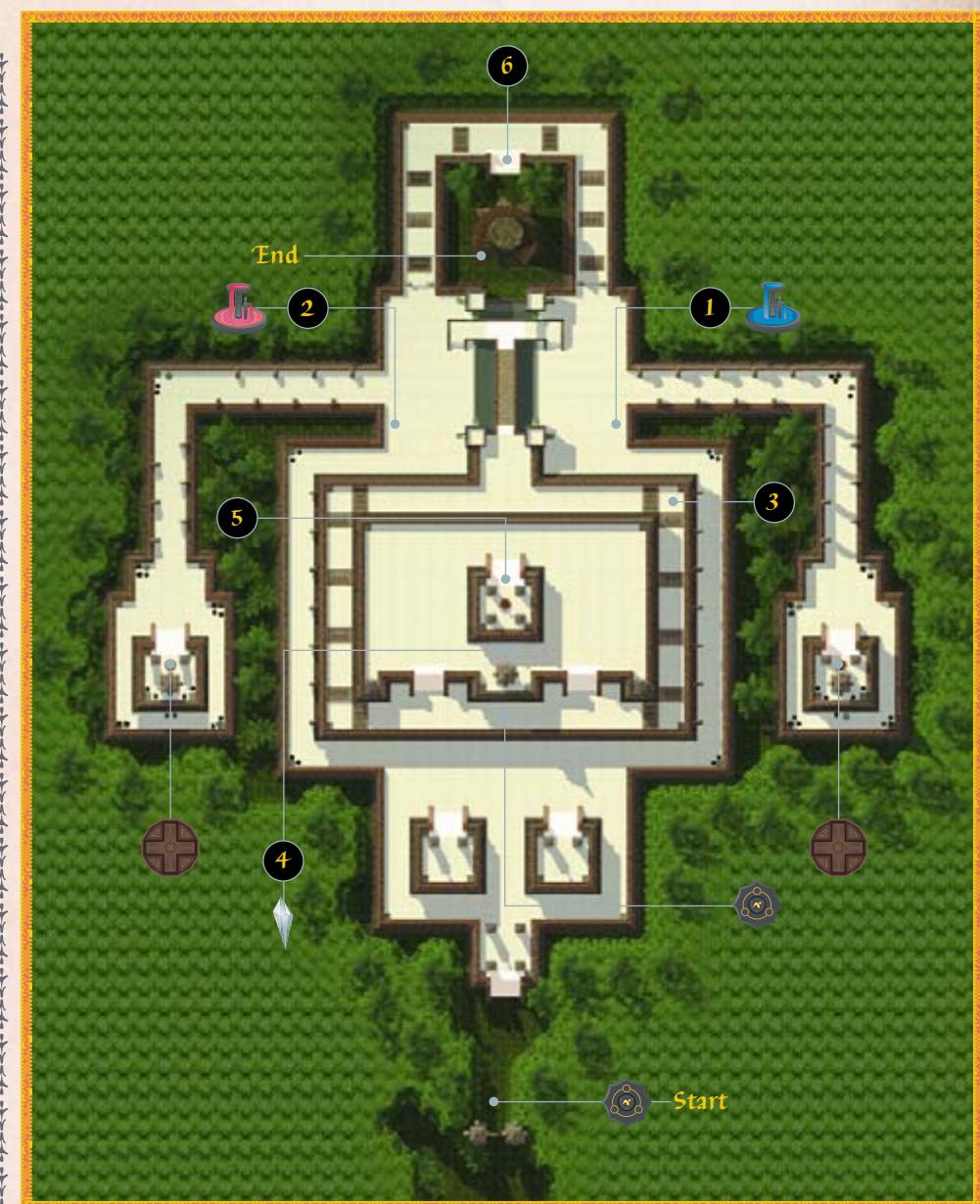
The landing is large, with two higher landings in the middle and several Yuan-ti crawling about it. Engage the monsters and dispatch them before climbing to the landings for a couple of locked chests.



A group of snake creatures greets you.

After that, follow the path around the main structure to either the left or the right. It doesn't matter which way you go; we take the right path.

Watch out for the snake statues on either side. They breathe poison mist at intervals. Time it so that you walk past when the air is clear. You'll end up in an area containing a Mystical Will Fountain. There's a locked gate at the back, a path with poison vapor-breathing statues to your Hero's right, stairs near the locked gate, and more Yuan-ti. Tear through them, then follow the path with the vapor statues, timing it to avoid poisoning.



The Mystical Will Fountain helps make this fight easier.

Past the trapped statues is a dais surrounded by monsters. Watch out for Insect Plagues as you fight; back off if one gets thrown so it doesn't cut you down. When it's clear, smash the objects, unlock the chests, and climb the stairs to the dais. Step on the pressure plate there and half of a bridge will raise somewhere else in the Fort. We'll come to that soon. Backtrack to the area where the Mystical Will Fountain is. Deal with a new batch of snake-men when you arrive.

Climb the stairs near the locked gate to see the stone bridge that's half raised. Continue past it and down more stairs to



find an area containing another locked gate, another path with vapor-spewing statues, and a Health Fountain. Stick close to the fountain as you fight off the Yuan-ti, then follow the path with the statues.



**This area mirrors the one you came from.**

You'll end up at another dais with another pressure plate on top. Battle the enemies and press the plate to raise the other half of the stone bridge. After it's done, backtrack to the area containing the Health Fountain to destroy a new contingent of Yuan-ti, using the fountain to fill up your health, then climb the stairs again.

Cross the fully formed bridge and you'll come to a path that gives you the choice of left or right. Again it doesn't matter which way you go, so we'll go left. A series of floor traps makes the going slow. Time it so you're not on top of one when the spikes pop and you'll be fine.



**Watch your step.**

On the other side is a set of stairs leading to a raised area. Climb up and destroy the serpent creeps that linger there. Take it easy and you'll be fine. Before anything more, go to the stairs you climbed and look in the area between the two staircases. There's a **Soul Shard** near a second raised area. Pick it up.



**Snap up the glittering Soul Shard, then climb to the next raised area to step on a pressure plate.**

On the side of the raised area opposite where you found the Soul Shard is another set of stairs. Climb them and stomp on the pressure plate. It opens the gates by the Hit Point and Mystical Will Fountains. Unlock the chests up there, then backtrack to the fountain areas.

After filling up your HP and MW at the fountains, go through either gate and traverse the floor traps. Go down a couple of steps to a grassy area swarming with red spiders. Hack through them, then hit the wooden steps winding around a tree in the middle of the area. They'll lead you to the next level of the Yuan-ti area, the **Tree Towers**.



**You're almost done with the King's Fort.**

## Tree Towers

### Quests:

- **Rescue the Priestess (cont.)**
- **Find the Crown (cont.)**
- **Find the Five Gems (cont.)**

### Monster Encounters:

- **Yuan-ti**
- **Spiders**

**Secret Areas: 0  
Soul Shards: 1**

The Tree Towers are a series of tree houses with wooden bridges connecting them. It is challenging at first, but follow our lead and you'll find your way.

We're going to go through the whole map, leaving no Yuan-ti undestroyed, so buckle up, this may take a while. Save at the Warp Point, then move forward until you come to a platform. Here you'll be introduced to the Yuan-ti archer who can fire three arrows at once. He's a nuisance and hard to dodge. Use ranged weapons or thrown items to keep him busy as you take care of the more face-to-face foes.

# The Portals: The Yuan-ti Wilds



This first platform is typical of what you're going to face.

After it's clear, head counterclockwise from the starting point (if your Hero is facing away from the starting point, head to his or her right). You'll come to a room to your Hero's right. Duck inside and clear it of the Yuan-ti. Watch out for an archer slithering up from the bridge to fire into the room.

After you're done, continue to the next platform. There are more enemies to destroy. When they're gone, follow the exterior edge (to the Hero's right), ignoring the bridge to his or her left. In this way, you'll end up walking around the outer perimeter of the Tree Towers.



The rooms are almost identical. You'll find three Yuan-ti inside and an archer will slither up from the bridge.

Keep following that exterior edge to end up at the halfway point. It's marked by a door with symbols in front of it and a big Yuan-ti Cleric who's tough. Deal with the Yuan-ti first. He can take down your hit points quickly so hit him hard and fast. Throw items at him to interrupt his spells and get in there to hack away. In a group this can work quickly; solo you may need to back off and heal before finishing the big guy.

When the platform is clear, you can study the symbols in front of the door. There are four colored disks, each with a number of dots in front of them. You must press the appropriate pressure plates in the correct order. That order is: yellow, red, blue, green. Grab the **Soul Shard** on the tree stump in front of the door.



3

At the halfway point is the solution to the door lock. On the tree stump there's a Soul Shard.

For the sake of loot and experience points, continue along the outside edge until you reach the starting point. Now you can deal with the pressure plates. Facing away from the starting point, go to your Hero's left. When you first see a bridge to your Hero's right, take it. Clear out the platform you come to, then follow the bridge that takes you closer to the center of the Tree Towers.

You'll find more Yuan-ti resistance here, but you've come this far so you can deal with it. After you do, follow the bridge that goes away from the starting point. After another platform, you'll come to a high platform with a yellow pressure plate on it guarded by a Yuan-ti Cleric and archer. Defeat them and step on the plate.

Follow the bridges to the platform where you last fought. There's a bridge that heads to the center of the Tree Towers and one across from the bridge on which you are. Head over the bridge across from you to come to a platform holding a red pressure plate and more Yuan-ti. Step on the red pressure plate.



4



5

The first two pressure plates. Step on the yellow one first, then go for the red one.

When you activate both pressure plates, find your way to the starting point. You'll have to battle more Yuan-ti and spiders along the way. Once there, face away from the starting point and head to your Hero's right. Follow the first bridge that shows up on your Hero's left.

This is a mirror image of the other pressure plate area. Defeat the monsters on the platforms and go over the bridge closest to the starting point. You'll find the blue pressure plate. Activate it, then go across to the platform holding the green pressure plate. Activate that one, and the statue at the center of the Tree Towers will emit a beam that opens the gate at the halfway point.



6



7

Activating the final two pressure plates allows you to progress past the gate at the halfway point.

Now it's a matter of fighting your way to the newly opened gate. Don't worry, the resistance isn't too stiff. Once there, duck through to reach the **Inner Sanctum**.



# The Portals: The Yuan-ti Wilds

## The Inner Sanctum

### Quests:

- **Rescue the Priestess (cont.)**
- **Find the Crown (cont.)**
- **Find the Five Gems (cont.)**

### Monster Encounter:

- **Yuan-ti**
- **Yuan-ti King**

### Secret Areas: 0

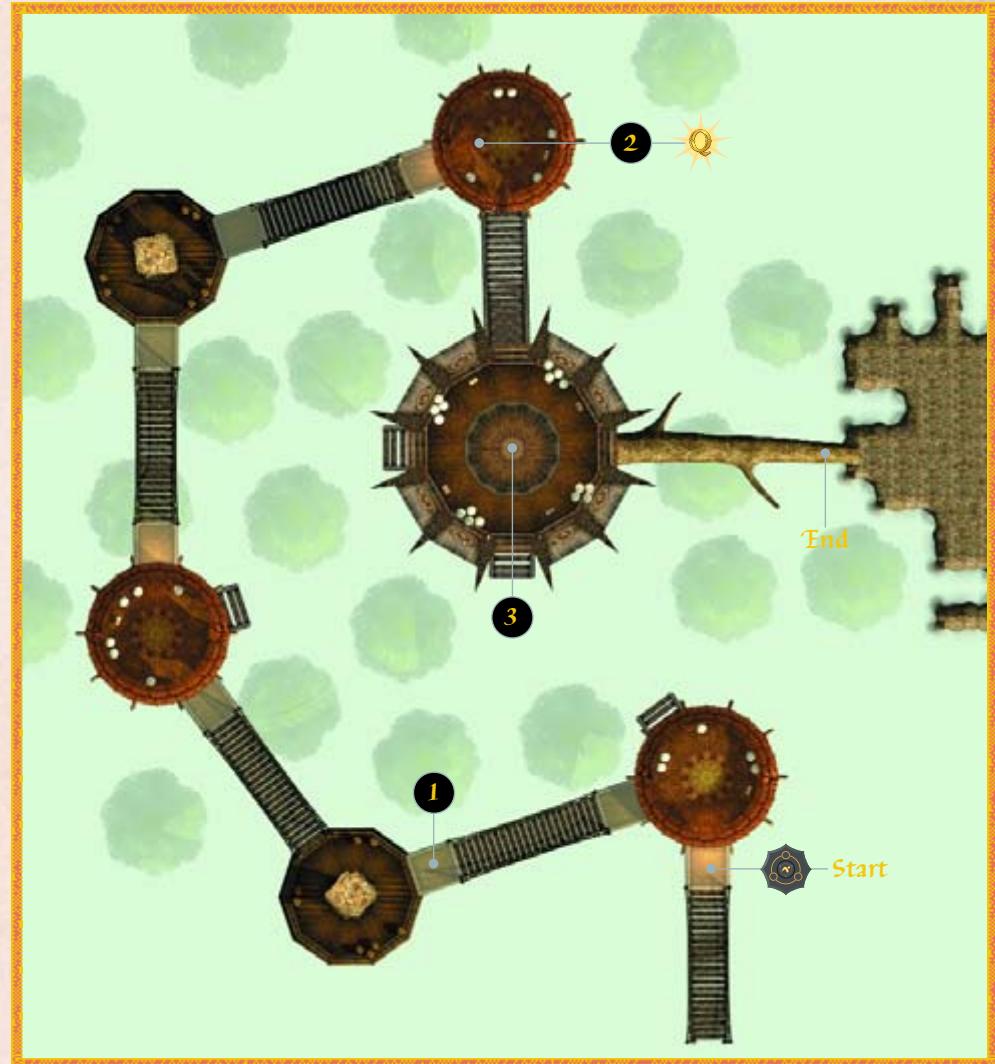
### Soul Shards: 0

The Inner Sanctum level is straightforward. There's one path of wooden bridges to follow through the treetop rooms. Save your game at the Warp Point, then step forward into the first area, where a welcoming committee awaits. Deal with it, then move on.



The rooms are crawling with hostile snake men.

Platforms and rooms, swarming with Yuan-ti, follow each bridge. It's a straight-up fight, but don't let it wear you down. Harbor your hit points by being careful. You'll need them later on.



Archers and Clerics can do damage from afar. See if you can't slow them down or get them with ranged attacks.

Soon you come to a long bridge and trigger a cutscene. The king of the Poison Armada is waiting for you with two cronies. He's got a nasty-looking weapon and some good armor. Stunning helps you in this

encounter. Destroy the henchmen first so they don't drag your attention away from the main guy.

When the king is alone, unload on him. Don't go hog-wild, however, there's another battle after this one for which you want to be healthy. When the king falls, you'll grab the Serpent's Crown from his scaly head, completing a quest. Of course, now you have to return it to the Burial Ground, but that will come later.

### QUEST COMPLETED



You can now backtrack all the way to the Burial Ground and return the Crown. However, that takes a lot of time. If you do this, you'll get healed right before you face the next boss. But if you have enough healing items, you can just bull ahead and return the crown later. We'll show you how.



2

The king and his men are going to fall.

After the king is dead, smash the room, then continue on along the new bridge. You'll meet the Priestess for whom you've been searching. She warns you that it wasn't the king keeping her there, but the menace of the Yrthak, a monster immune to her magic. She opens the way for you to confront the creature. You still have to fight the beast, but consider that Priestess rescued, mission accomplished.

Scour the room for loot, then prepare yourself for a big fight. Step through the gate to confront the Yrthak.

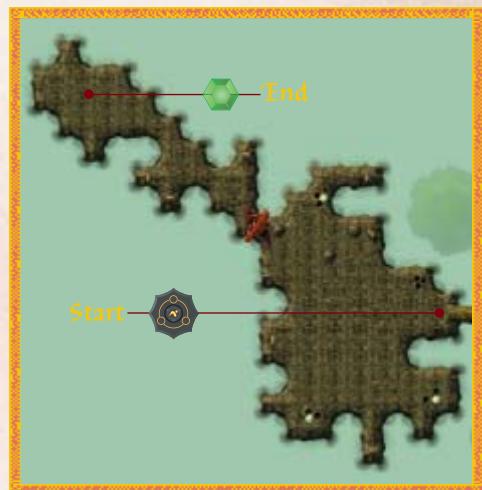
QUEST COMPLETED



3

The Priestess is happy to see you, but you still have a task to complete.

## Yrthak's Bluff



### Monster Encounter:

- **Yrthak (Boss)**

### Secret Areas: 0

### Soul Shards: 0

Here's the bad news: You can't save at the Warp Point on the Yrthak's Bluff until after you defeat the monster. That means that if you don't win, you'll have to go to the save you made at the beginning of the Inner Sanctum. Here's the good news: You get to fight a bloody great featherless bird-thing. So, let's get started....

## *The Yrthak*



The Yrthak is an imposing creature, not as terrifying as the Beholder, but scary. Being blind, it uses a sonic scream to locate and stun its quarry (you), and has a penchant for dropping boulders on unwanted guests (you again) from a great height.

When the Yrthak is airborne, you can't harm it. You have to wait until the beast lands. And even then, if it wraps its wings around itself, it's immune to your attacks.

So, when it's on the ground and its wings are spread, your window of opportunity is open. Hit it with all you've got. Berserk Brew would be perfect because it bumps up the damage you do, so have those ready if you've got any on hand. In fact, anything you can do to increase your damage rates helps out. You want to do maximum damage possible while the Yrthak is vulnerable.

It's not often that you can damage the big monster, so make the most of it when you can.

There are several attacks you can expect to see during this boss fight. When the Yrthak takes flight, it makes passes over the bluff, dropping huge stones as it goes. You don't have to get hit directly to be damaged. Each boulder shatters and the shrapnel can tag you. Watch for the shadows of the dropping stones and run from them. They fall fast, so you'll probably take some hits.

The Yrthak, when on the ground, can emit a sonic scream that will knock you around. Its wings are also dangerous. It uses them for protection, wrapping itself up, but if you're too close when they spread, they'll hurt you and throw you back a great distance.



# The Portals: The Yuan-ti Wilds

## Returning the Crown, Delivering the Bella Note



An Yrthak overhead is a bad thing.

Not only that, but if you're nearby when the monster takes off, (and you will be because it's vulnerable before take off) you'll take damage. The Yrthak is so big that even its movements can inadvertently cause harm.

Take advantage of the vulnerable moments and minimize the damage you take as you fight. With luck you can pull this off. With a four-Hero party, you can do it even more quickly.

When it's defeated, the monster tries to fly away but ends up flopping down, destroying the bones that blocked your way to the Portal Gem and Planar Gem.



A nasty fall clears the way to your prize.

When the boss is done for, sweep around the bluff opening chests and grabbing loot. When you're ready, walk to the glowing blue portal and grab the Gem of Nature. Use the portal to return to the Portals area.

There are two things you have to do before you can move on. Remember the Serpent's Crown? And you've got the Bella Note for the Rogue in the Dragon's Tankard.



### Quests:

- **Return the Crown**
- **Find the Five Gems (cont.)**

### Monster Encounters:

- **Yuan-ti**
- **Spiders**

**Secret Areas: 0**

**Soul Shards: 0**

Use the warp at the Yrthak's Bluff to return to the Portals Hub. Step through the door you opened with the Gem of Winds and warp to the Yuan-ti Wilds.



At the Portals Hub, reenter the warp to the Yuan-ti Wilds.

After you're back, bear to your Hero's left and follow the path to the second large area. You'll be hassled by monsters, but at this point you should be powerful enough that they're just annoyances rather than dangers.



It all looks so familiar.

In the third large area, bear left to see the narrow path leading to the Burial Grounds. Follow it to the statue and approach it. The Yuan-ti Apprentice shows up in a cutscene and thanks you for your efforts. She says you'll be rewarded and gives you a hefty prize of experience points.

**QUEST COMPLETED**

There's a Warp Point outside the Burial Grounds. Use a Warp Stone to transport to the Castle Shoppe.



She's not kidding when she says you'll be rewarded.

## Back to the Dragon's Tankard

Warping to the Castle Shoppe, you run into Rik again. He's as chipper as always. Unload your unwanted items on him and see if there's anything you need (we suggest more Skeleton Keys).

When you're done, head to the Market and check the Deep Gnomes's inventory outside the Great Hall. Hurry to the Dragon's Tankard.



The Crimson Scar gang is waiting to hear from you.

Approach the Rogue that wanted the Bella Note. He's glad to get it and rewards you. He gives you another quest. When you get to the Bone Necropolis, you need to return the Horned Skull to its rightful place.

**QUEST COMPLETED**

Use the Teleporter in the Castle Shoppe to go to the Portals Hub. It's time to check out the second portal.





# The Portals: The Metalworks

## The Portals: The Metalworks

### The Portals Hub

#### Quests:

- Find Laundra
- Find the Five Gems (cont.)

**Secret Areas: 0**

**Soul Shards: 0**

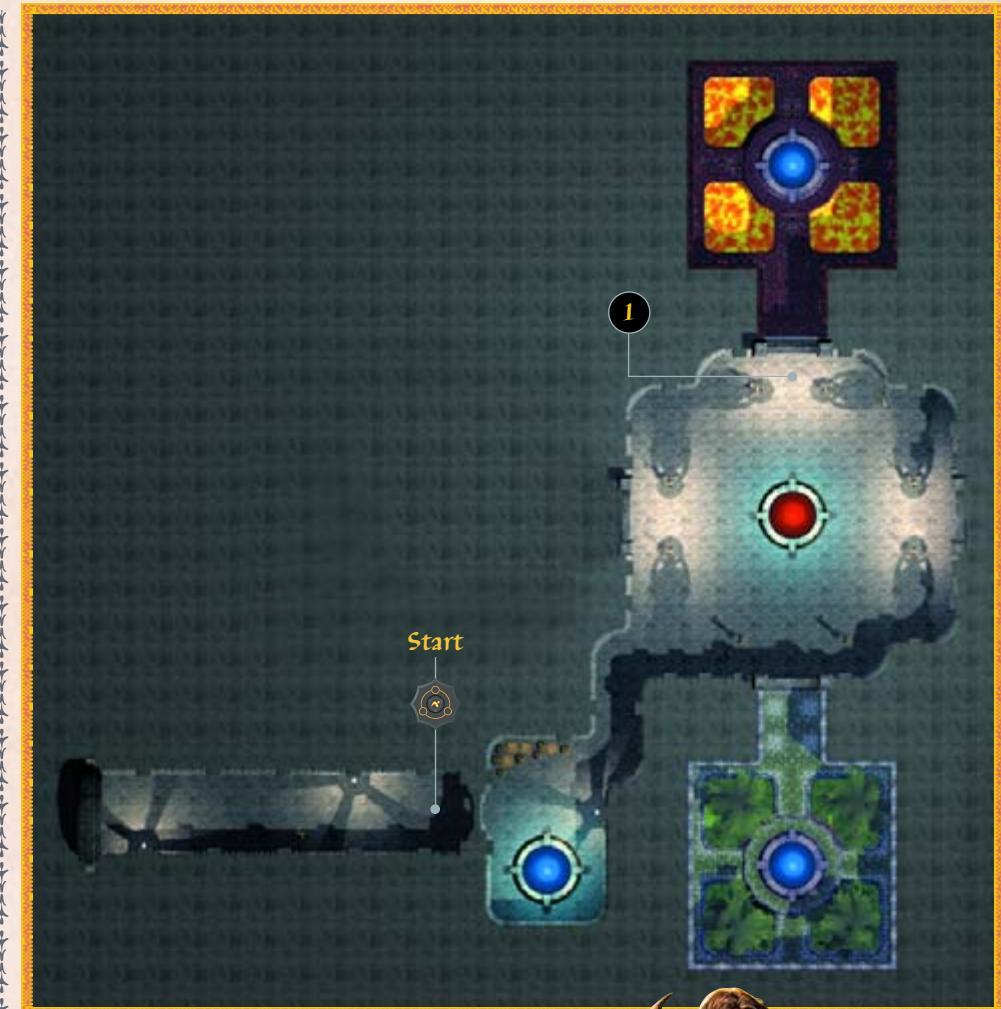
At the Portals Hub, go to the door with the tree on it. It's the one with the Rogue standing next to it. Wait a second, what's Lidda doing here?



Lidda is here; what a surprise!

Her compatriot, Laundra, disappeared into the **Metalworks**. Lidda begs you to find her and promises to make it worth your while. Couldn't hurt.

Step up to the door with the tree on it, and the Gem of Nature opens it. Once inside, you'll see a Teleporter, but take a second to grab the Flash Freeze potions around the room. They'll come in handy. Equip any fire resistance items you might have and leave the Fiery Oil behind; where you're going is hot.



Step through to visit the orderly Metalworks.





# The Metalworks: Engines

## Quests:

- Find Laundra (cont.)
- Find the Five Gems (cont.)

## Monster Encounters:

- Fire Giants
- Clockwork Workers

**Secret Areas: 0**

**Soul Shards: 0**

Upon entering the **Engines** part of the Metalworks, you'll be shown a diamond on a heap of coal. You need to collect five diamonds throughout your adventures in this world. When the cutscene ends, get started.

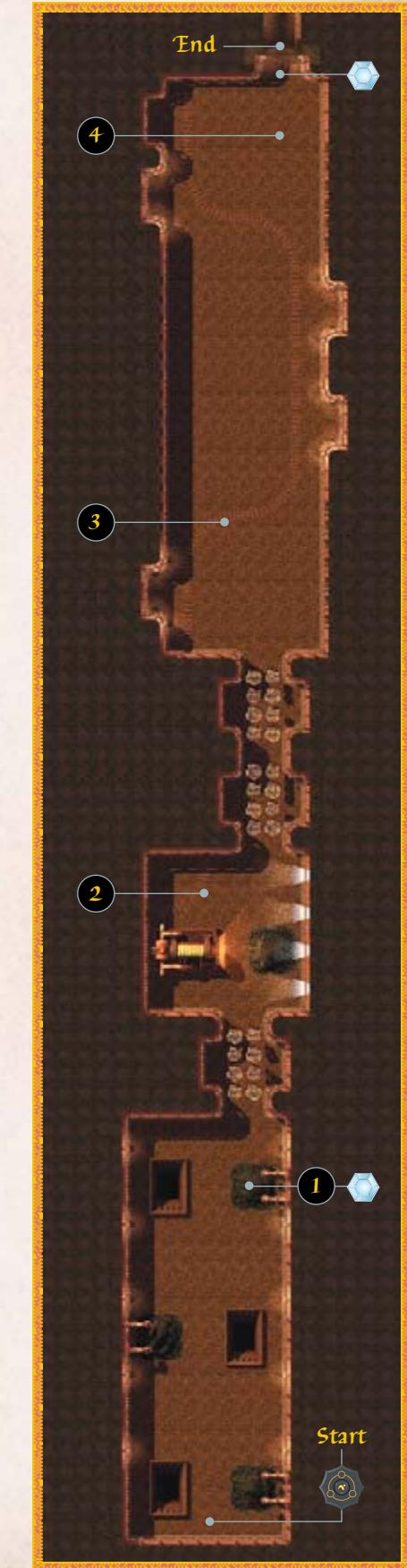


A new world, a new set of monsters to fight.



Save your game at the Warp Point.

The fire giants don't take kindly to you, but the clockwork workers will only attack if you interrupt them in any way (hitting them, executing a spell on them, or bumping into them). If you're playing solo, avoid getting the clockwork workers involved in your fights. At least until after



you dispose of the hostile forces. After you clear out this first long room, grab the diamond from the coal heap and move on.



1 The first of five diamonds.

Beyond the diamond-topped coal heap is a series of furnace vents in the floor. At intervals, searing blasts of fire shoot out of them. Time them and move forward. There are loot chests in nooks on either side, so duck over to collect the stuff, then continue forward along the vents.

Beyond them are another pair of clockwork workers and some fire giants. Dispatch them, then check the upper corner to your Hero's left. There you'll see the first active mining-cart track. The carts whiz by at intervals. There are crates beyond the track, so time the carts and scoot over the track without getting hit. The carts can damage you so watch your step.



2 Fire giants and coal carts are a deadly combination.

When that room is clear, negotiate two more sets of floor-mounted furnace vents. Check out the nooks to either side of them for loot.

# The Portals: The Metalworks

The next area is another large long rectangle. It has a cart track winding through the whole thing with those annoying mining carts zinging along it. Plus there is a mob of clockwork workers randomly wheeling around. Add to that a few fire giants and you've got yourself a good time.



Workers, carts, fire giants.  
It all comes together here.

Deal with a fire giant as soon as you see one. Stun him (with a Thunderstone or other appropriate spell or item) so you can take him down without smacking into a worker. If there are no giants around, take on the clockwork workers one at a time. Search the area as you go because there are chests and barrels and crates all around.

Work slowly up the length of the room. At the top, there is a huge fire giant and two regular-sized ones. Lure the regular giants to you and deal with them separately before tackling the big guy. The clockwork workers are buzzing around so take care. Do not stay too close to the big giant because he has a glyph of warding spell that he's not afraid to use. Insect Plague and Flash Freeze potions are useful.



The glyph of warding can do extreme amounts of damage to close-combat opponents. Stay back.

After the huge giant falls, clear out the clockwork workers and pick up the second diamond, though chances are you stepped on it during the fight. Check your health, smash any remaining objects, and then move on to the Smelters.

## The Metalworks: Smelters

### Quests:

- Find Laundra (cont.)
- Find the Five Gems (cont.)

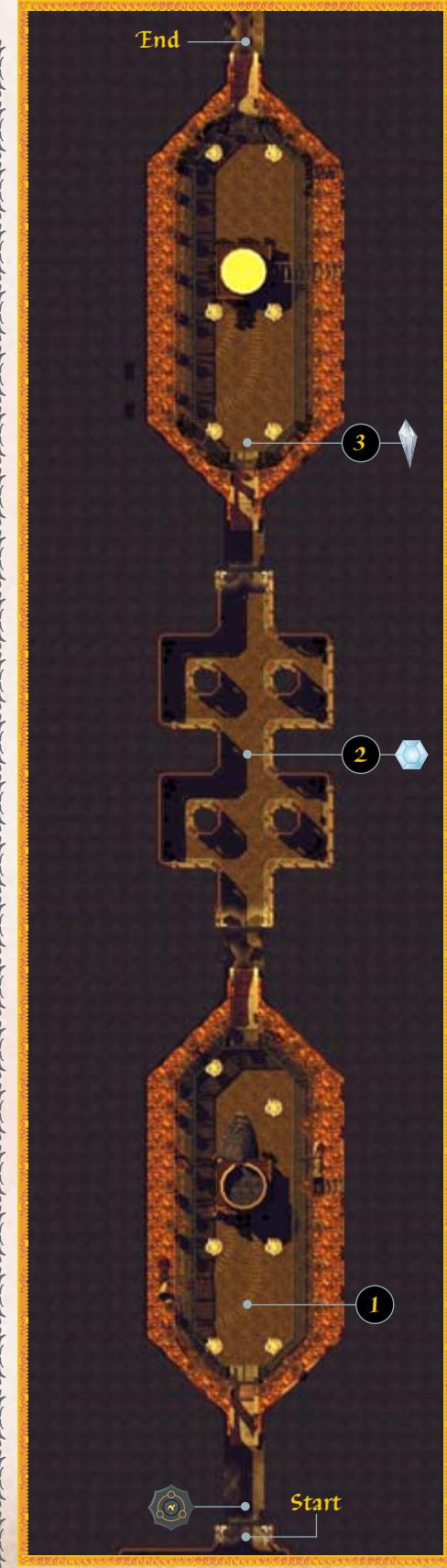
### Monster Encounter:

- Magma Golems

### Secret Areas: 0

### Soul Shards: 1 (inaccessible)

The **Smelters** are where you meet the magma golems. These bad guys dish out serious damage with flung balls of molten rock and fire breath. Ice attacks do wonders against them so have them ready.





Magma golems are nasty pieces of work.

The first area you encounter is another rectangular place, but there are furnace vents on the floor to add some hazards. Dodge the vents and take down the golems before searching for loot. When it's clear, move on through the only other outlet.

The next area has a couple of sections to it, each with thick pillars on either side. Huge gouts of flame shoot out from the pillars at intervals and magma golems patrol the place. Avoid the pillar flames by going around them (and smashing the objects in the corners). However, to cross the connecting hall, you'll need to time the jets to slip by unharmed. Plus, you can pick up the third diamond.



Snap up the third diamond, but watch out for frisky golems and nasty fire jets.

Pass through another room containing thick pillars and a second hall of fire and you reach the next area, similar to the room where you first encountered the magma golems. This one has more of the fiery foes plus coal carts speeding around. Take it slow so you don't get stuck on the tracks.

When you get to the back of the room, a bigger and badder magma golem is waiting. Use those Flash Freeze potions you've been saving. Lure away the big boy's weaker henchmen and deal with them alone. Throw your good stuff at the leader. When it's over, push ahead and enter the **Cooling Room**.



There's a catwalk above this area that holds a Soul Shard. Don't fret; you can't get up there yet. We'll let you know when you can.



Don't concern yourself with that Soul Shard yet, concentrate on the magma golems.

## The Metalworks: Cooling Room

### Quests:

- Find Laundra (cont.)
- Find the Five Gems (cont.)

### Monster Encounters:

- Clockwork Soldiers
- Clockwork Workers
- Magma Golems
- Fire Giants

**Secret Areas: 3**  
**Soul Shards: 1**



Save your game at the convenient Warp Point before going farther. Check out the floor. Molten metal is poured into troughs, then siphoned out. When the trough is empty, it's safe to cross. When it's full of molten metal...you get the idea.

In this first area, you'll come face-to-face with clockwork soldiers. They can hit you with weapons and breathe fire on you. Not a winning combination, but they aren't any tougher than the magma golems that are also in this room. So, to recap, dodge the molten metal, destroy the clockwork soldiers, and slay the magma golems. Carry on.

# The Portals: The Metalworks



Say hello to the clockwork soldiers.

A bent hall holds several crates, barrels, and chests for you to deal with. Foes will stomp in to give battle as well. Don't rush; make your way leisurely to the next room.



Even the halls are dangerous.

When you exit the hall, turn to your Hero's right and notice the giant fan in the corner. In the same corner, behind some barrels, is a gate. Bust the barrels and go through the gate. It leads to the Smelters and the Soul Shard. It's the catwalk you couldn't get to earlier. Walk around it collecting loot as you go, and pick up the **Soul Shard** there. When you're done, head out the way you came.



This rickety bridge leads up to the catwalk and the Soul Shard upon it.

Once in the Cooling Room, head away from the gate, past the hall through which you entered. There are two more fans on the wall. Smash the second one past the hall to reveal a **secret area**. Step inside and pick up the enormous amount of gold you'll find there.



This is a rich secret area.  
It's covered in gold.

Go to the Cooling Room and fight. Every type of Metalworks enemy is in this long area. The cooling canal has paths on both sides, so use the bridges to cross and sweep both paths clean. It takes time, as the canal is long. You can destroy the fans as you go, but if you're too close, you'll take damage from the explosion.

The fans on either side of the third bridge conceal **secret areas**. Smash them and pick up your treasures. One of them holds another **Soul Shard**, so don't skip it. The other has a Mystical Will Fountain. This place is full of secrets.

The final bridge across the cooling canal holds the fourth diamond. Pick it up and head out of this area.



Busting up the fans is a profitable venture.  
Nearby is the fourth diamond.

You'll end up following a track with squares of hot metal rolling along it. The room is a series of pistons that squeeze the squares as they pass. If you get hit by a square, you'll take damage, so watch it.

The areas between the pistons are full of clockwork workers, clockwork soldiers, breakable items, and chests. Make your way along, dispatching the metal monsters as you stroll, until you come to the end of the track. There is another pair of clockwork soldiers that are there to help the big clockwork soldier.

The hulking creep is another of the beefed-up creatures, and you have little room to maneuver. An Insect Plague on the big one can keep it busy as you deal with the smaller cronies. In a group this isn't too much of a hardship. When playing solo, do not get locked up in a toe-to-toe fight with all three of them; they'll quickly hammer you down.

When it's over, continue forward into the **Die Cast**.



Another champion.  
Will this madness ever end?

## The Metalworks: Die Cast

### Quests:

- Find the Cage Key
- Find Laundra (cont.)
- Find the Five Gems (cont.)

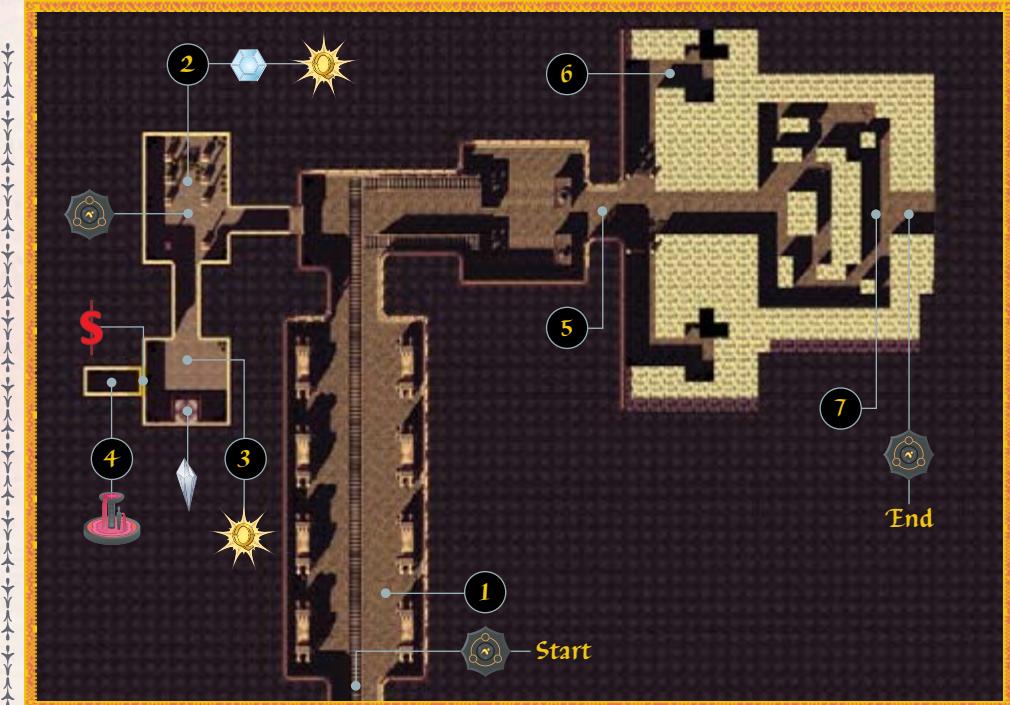
### Monster Encounters:

- Clockwork Soldiers
- Clockwork Workers
- Fire Giants
- Magma Golems
- Iron Golems
- Fire Giant Chieftain

### Secret Areas: 1

### Soul Shards: 1

The first area of the Die Cast section is like the place you just left. Large pistons, clockwork monsters, and squares of hot metal. Treat this area the same as you did the last area. Don't worry about the end, though; you won't find a big clockwork soldier, just two regular ones.



This looks familiar.

Once past the pistons, you'll face a pair of magma golems. Carve through them and head to your Hero's left, through a door nearby. Through a narrow hall, you come to a large pillared room. There's a cage in the center. Approach it and Laundra will tell you to get the key from the fire giant chieftain. It's not a small task, so save at the convenient Warp Point. After you're set, follow the hall opposite Laundra's cage.



Laundra isn't happy about her predicament.

If you're playing solo, you'll need to expend some heavy items to get through this fight. Consider using Globe potions and/or Berserk Brew right off the bat. The chieftain is an enormous fire giant, and he wields two fiery swords. Flash Freeze can help, too. With those items, you can defeat the chieftain in a stand-up fight.

However, consider this: As you enter the chieftain's throne room, head to your Hero's right. In the middle of the wall is a pair of crates and behind that is a **secret area**. In there is a Health Fountain. If you run for the fountain, you can stand next to it as you fight the big fire giant. With constantly replenishing hit points, you can defeat him easily without even using items or magic.

# The Portals: The Metalworks



3



5



4

The fire giant chieftain is an imposing fellow. But if you use the Health Fountain in the secret area, you can crush him.

When the gargantuan chieftain topples, he drops the cage key. Snap it up to complete a quick quest. Grab the **Soul Shard** on his throne, then run to free Laundra, checking off another quest in the process. The Rogue thanks you and hands over the fifth diamond for the level.

## QUEST COMPLETED

Return to the door that led to the cage room and head straight out from it and into a network of tracks and cutters. Dodge around the area, avoiding carts and battling monsters. Press forward and gather loot as you go.

The other side, however, is not a nice place to be. You'll meet your first of many iron golems. These large constructs are strong. Ice attacks, such as Flash Freeze potions, work well against them. Concentrated attacks from a group also work well.

This is bad news, but buck up, you can handle it. A group has the advantage of numbers, of course, and should wisely use them. Focus on one enemy at a time to quickly get rid of them. As a solo player, use a Globe potion for some protection as you hack away.



7

A tougher iron golem confronts you at the end of the Die Cast.

When the dust settles, you can save your game at the Warp Point outside the door. Go through the door to take care of the boss of this world.



6

The side passages are almost identical.

You'll end up in a maze-like area made of stacks of ingots. Explore it with care. There are several iron golems lurking about and you want to encounter them one at a time. When you get to the back of the area (where the exit is) you'll come face-to-face with a champion iron golem, flanked by two regular iron golems.





## Dragon's Den



### Monster Encounter:

- Red Dragon (Boss)

**Secret Areas: 0**  
**Soul Shards: 0**

Step into the **Dragon's Den** to encounter the Red Dragon. It makes sense; you're in a fire world and there's a fiery boss at the end. If you have ice attacks, get them ready. And if you're going solo, we hope you have Globe Potions.



The Red Dragon is a formidable-looking creature, and because you've interrupted its meal, it isn't going to be happy with you.

This Dragon is a fire creature, so your fire-based attacks are going to have negligible effect against it. As a fire creature, the dragon's attacks are based on the hot stuff, so any fire resistance you can muster will be of use.

Like the Yrthak, the Red Dragon can fly. While it's airborne, there's nothing you can do to hurt it so don't waste your energy. You'll have enough to do running away from its strafing runs.

From the air, the dragon will spew a line of fire, stitching a burning path across its den and burning anyone in its path. Keep moving as the monster flies around so you have a good chance of avoiding the flames.



**A Red Dragon overhead is never a good sign.**

When the dragon lands, its health bar at the top of your screen goes from gold to red (indicating that it can be harmed). From the ground, the giant lizard is still deadly. It can spit fireballs into the air that will plummet to earth, homing in on your position. You can outrun them, but you'd better keep moving.

## The Red Dragon

Secondly, the beast can spew fireballs that chase you around horizontally like a magic missile. Once again you can run, but these fireballs are harder to avoid.

The dragon can also let loose with a sweeping blast of flame that will leave you smoking and pushed away from the monster.

Then there are the thing's sharp teeth. Get too close and it may snap at you, shoving you back and damaging your Hero.



**Running from fireballs is a good plan.**

When you go on the offensive, use your most powerful attacks. Ranged weaponry is good, so you have room to run from the dragon's fireballs. If you're playing as the fighter or cleric, you'll have to get closer to do some damage.

In that case, use Globe Potions with abandon, they'll give you some protection from the major damage. Also use Berserk Brew to give your attacks that extra punch. If you have to get close, you'll want the fight to quickly be over with.



**Close-quarters combat with a Red Dragon is hazardous.**

# The Portals: The Metalworks

Many potions and swings of your weapons later, the great beast will fall, dead against the iron plates, opening the way ahead.



When the dragon is defeated you can take some time familiarizing yourself with what is known as a "dragon's hoard." There is an astonishing amount of gold in the lair and it's yours for the taking. When you've swept the last coin into your pack, step up onto the portal and grab the Gem of Fire.

That's one more Planar Gem for your purse. Use the teleporter to get to the Portals Hub. Now it's time for a trip to Rik's.

## Rik's Exit

When you warp to the Castle Shoppe, Rik greets you with his normal enthusiasm. However, he's decided that because the Portals were opened, it's no longer safe for him at Castle Baele. He's going to take off. No worries—you'll still be able to use his shop.



**Say good-bye to the sturdy shopkeeper.  
Hope he finds a safer place to stay.**

Sell and buy as you need to, then step outside. You can visit the Rogue by the Great Hall but whether or not you do, step out into the Market, then to the Castle Shoppe.

**TIP**  
Skeleton Keys are always useful. Buy more than you think you'll need. Maybe around 60 of them.

When you return to the shop, Lidda and her pals have shown up to take over for Rik. Talk to Lidda and she'll thank you for finding Laundra. Now that Rik is gone, the Crimson Scar gang will be running the shop. Don't worry; they won't cheat you.



**The Crimson Scar gang is taking over the shop.**

Use the teleporter in the shop to head to the Portals Hub. When you step into the room of doors, find the one with a gear on it. The Gem of Fire will open it, allowing you access to the portal inside.

Step in, grab the Fire Flasks around the portal, then step on to get transported to the Frostbound.



# The Portals: The Frostbound

## The Frostbound: Ice Fields

### Quests:

- **Destroy the Frost Worm**
- **Destroy the Ice Golems**
- **Find the Five Gems (cont.)**

### Monster Encounters:

- **Ice Barbarians**
- **Ice Golems**

**Secret Areas: 0**

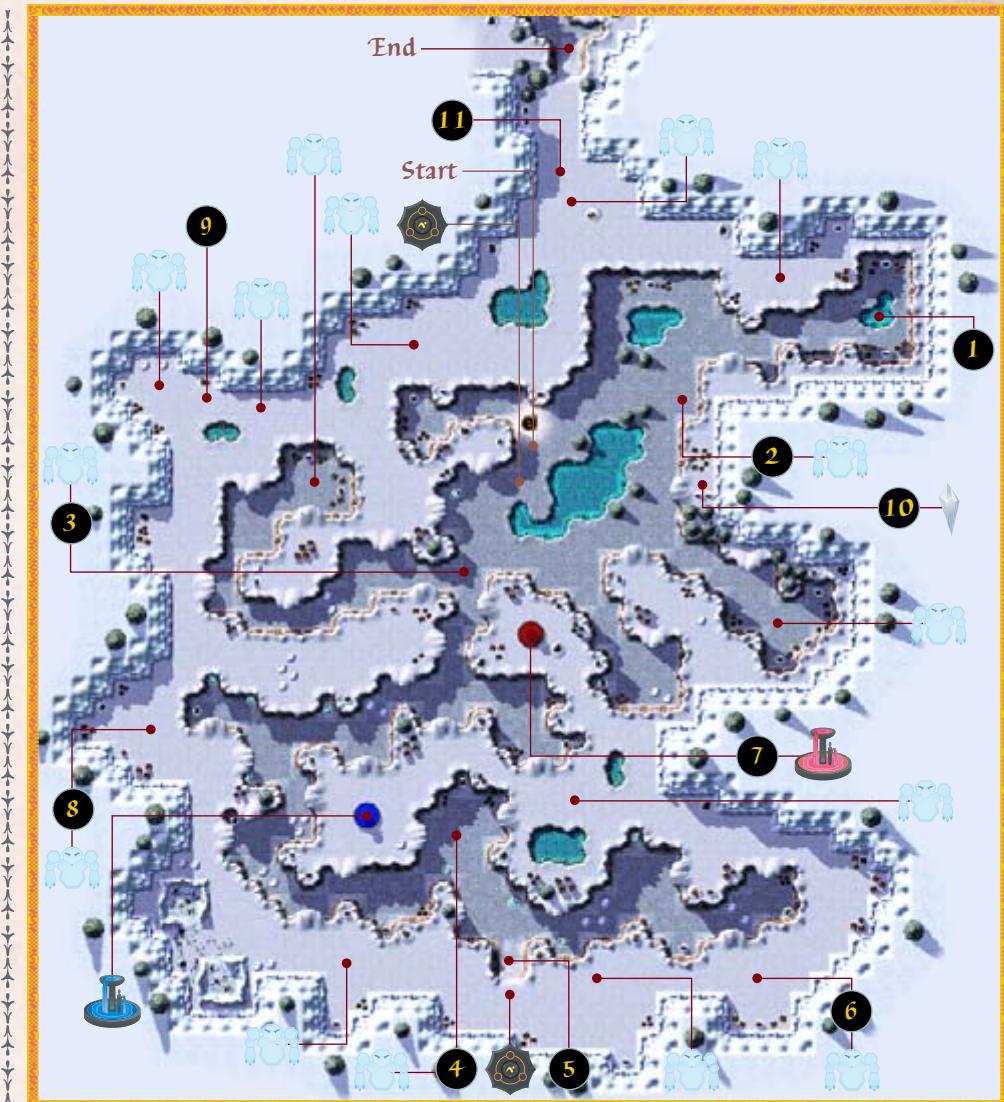
**Soul Shards: 1**

When you enter the Ice Fields, a sorceress approaches you. She came here to defeat a Frost Worm. Unfortunately, her ice golems got away from her control and now they're raging around the area. Plus she lost her enchanted ring.

You need to take on her tasks. Start by saving at the Warp Point. Now it's time to explore.



You're met by a pale sorceress who has some troubles.



The Ice Fields are a broad splatter of snow-covered land with two levels. We'll go over the highlights of the lower area first, then move up.

Search the spit of land behind the sorceress's fire to find some ice barbarians to fight and some loot. The barbarians aren't tough, but they can do you some harm if you're not careful. Go back to the fire and follow the wall to your Hero's left.

Stick to that wall and follow it to a cul-de-sac with a pool in the middle. Wade in (after defeating the barbarians hanging around) and grab any loot you find. Now turn and backtrack to the open area again.

# The Portals: The Frostbound



1 A small pool of cold water.

In front of the path that led you to the Soul Shard, you'll see a mound of snow and ice. Get closer and it turns into an upset ice golem. Have your Fiery Oil or Fire Flask Potions at the ready and hurl a couple at the creature's feet. Hack away until it's a pile of ice cubes.



2 Your first ice golem encounter.  
Exciting isn't it?

Continue to your Hero's left (we're covering this area in a clockwise direction) and you'll end up walking down a path to another dead end. This one has more treasure and another ice golem. Collect the one and defeat the other, then head back out to the open area and keep moving to your Hero's left. You'll come to another valley with a dead end full of crates and chests. Clear it out and keep going clockwise.

Shortly you'll reach another gap guarded by another ice golem. When it's destroyed, you can choose from a fork in the path, one to your Hero's left, one to the right. Choose the right path; it's long and ends in a cul-de-sac with another ice golem inside. Hack it to pieces, then return to the fork. Follow the left fork.



3 This is the fork in the path. First go to the right, then come back and go to the left.

You'll come to a T-intersection in the path. Go to your Hero's left for a couple of chests and crates, then come back and go down the right-hand path. Follow the wall to your Hero's right to find a nook with a chest inside. Keep following that wall and, after several encounters with ice barbarians, you'll come across another ice golem to the left.

After that beast is reduced to snow, gather up any loot that's hanging around and keep following the path you're on.



4 How many of these ice golems did that sorceress make?

Soon you'll see a ramp leading up to the Ice Field's upper level. For the moment ignore it and keep following the path to gather more booty. When the rest of the valley is cleaned up, return to the ramp and head to the upper paths. You'll have a few barbarians to deal with, so stay sharp. Take advantage of the Warp Point up the ramp.



5 This ramp leads to the second half of the Ice Fields.

With the ramp at your Hero's back, begin your exploration by heading to your Hero's left. Almost instantly you come across another ice golem. Smash it to watery crystals and keep going. Not 50 steps later, you'll find another ice golem and his ice barbarian pals. Plow through them with fire and weaponry and continue on your way.



6 Two ice golems are near each other.

You'll come to a hairpin turn in the path, and soon after it opens up into a broader area. There's another of the sorceress' ice golems hunched up in the middle, so do what you have to. When it's gone, explore the two different spits of land off of the broad area. One has a Mystical Will Fountain on it for a power refill. The other has a Health Fountain for a health tune-up. Get yourself sorted out and topped off.

When you're done, face your Hero toward the open area with the Hit Point Fountain at his or her back, and head to your Hero's left. Follow the narrow path as



it winds around (with a wider spot halfway through) the edge of the area and dead ends at a locked chest. Open it up for the loot, then backtrack to the ramp.



After the red liquid heals you, it's time to follow a treacherous path. It doesn't go much farther, though, and ends with a locked chest.

Explore the other half of the upper Ice Fields. Past the Warp Point, you'll find a mound of snow that turns into an ice golem. Defeat it and move on to the ice barbarian camp and the ice barbarians that are around them. A bit further and you'll come across another ice golem.



You're almost done with the ice golems.

Just past the latest golem there's a spit of land to your Hero's right. Explore it to pick up more items and battle more ice barbarians. Make your way back to the path and keep moving forward along it. Keep the wall to your Hero's left and you'll come to a nook with another ice golem hiding in it. Just beyond that one is another. By now you should be good at taking them down.



Two more golems are in this area.

A bit farther on, there's another outcropping of land to your Hero's right. It's oddly shaped, but explore it all, then return to the path close to the area's edge. Push on and one more ice golem waits for you. Slay it and move on to another open area. At this point keep to your Hero's right. You'll see a telltale mound of snow to the left, but for the moment ignore it and continue on. Another ice golem mound is ahead. Wake him up and take him down.

The path narrows again to a single-file line that dead-ends farther on. You'll find a **Soul Shard** at the end. There are several barrels, crates, and locked chests to pillage as you go, so stock up. When you're out of path, double back to the ice golem you ignored earlier.



Just beyond this junk is a Soul shard.

QUEST COMPLETED



11



Smash the final ice golem, then get ready for another big fight. You'll face a glowing, stronger version of the ice barbarian. Defeat him and you can go to the next level.

Beyond the last ice golem, you'll be asked to defeat a tough ice barbarian and his buddies. Treat this like the other glowing creatures you've faced. Lure the cronies away and smack them down away from their boss. When you've got them out of the way, you can throw down with the big boy.

Use fire potions to whittle him away and interrupt his attacks. When he's gone to that big barbarian hut in the sky, open the chests along the side and stroll on to the next section of the Frostbound, **Barbarian Fort**.

# The Portals: The Frostbound

## The Frostbound: Barbarian Fort

### Quests:

- **Destroy the Frost Worm** (cont.)
- **Find the five Gems** (cont.)
- **Find the Cask of Winters**
- **Return the Cask of Winters**

### Monster Encounters:

- **Ice Barbarians**
- **Frost Giants**

### Secret Areas: 4

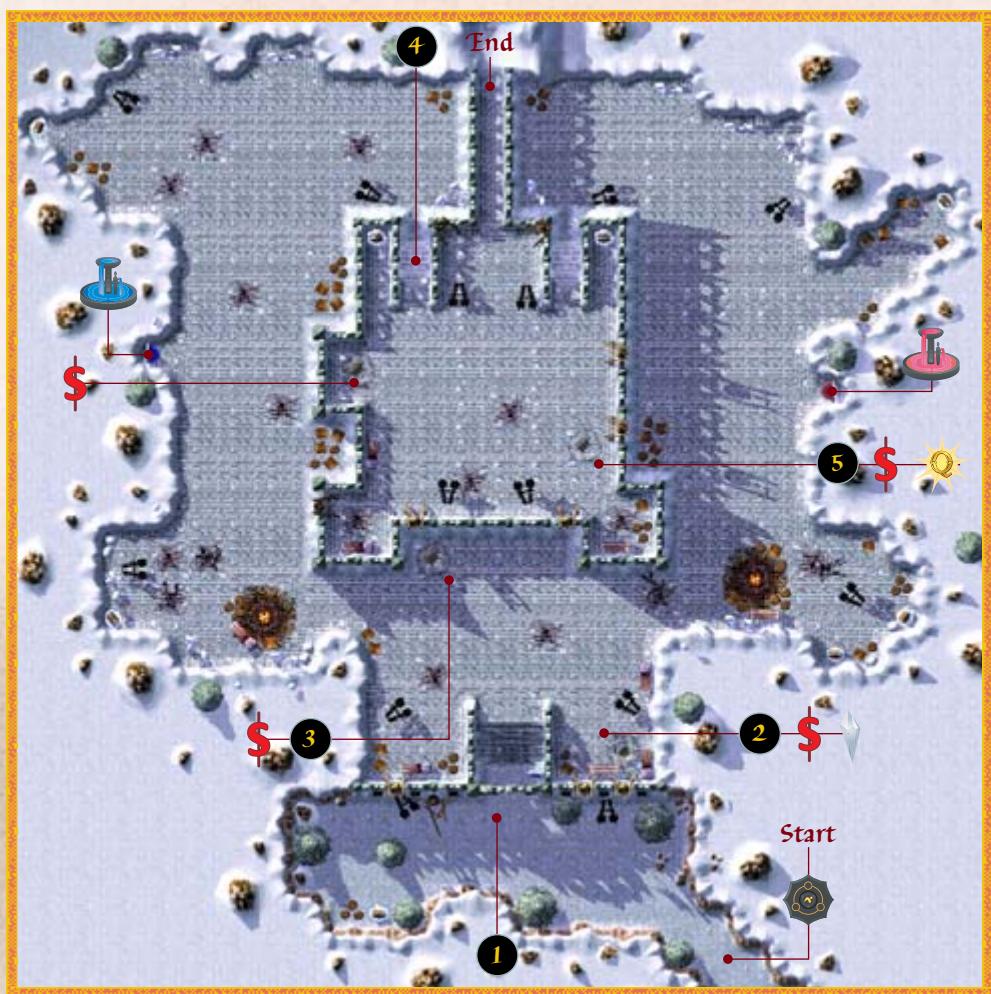
### Soul Shards: 1

It seems the ice barbarians have a home of their own in this frozen wasteland. Scour the small area in front of the fort's stone face and destroy any stray barbarians you find. Skip up the ramp into the fort.



1

The face of a fort. Clear out the area before heading up.



You'll be set upon by more foes, including ice barbarians who are using Berserk Brew to beef up their attacks. They glow red when under the influence, so treat them with respect. After you clear the area above the ramp, stand with the ramp at your Hero's back and go to the small area to your Hero's right that flanks the ramp. There's a ladder going into the ground. Climb down it to find a **secret area**.

In that cozy hole you'll find a ton of loot and a **Soul Shard**. Pick it up, clean up the stray items and gold, then pop back up to the fort. Head to the front of the upper fort that faces the ramp you came up earlier. There's another ladder that leads to another **secret area**. It has more treasure, but no Soul Shard.



2



3

Two secret areas within a few steps of each other.

Once the secrets are revealed, explore the fort's outer battlements. From the ramp, if you go to your Hero's right, you'll find a Hit Point Fountain and a plethora of ice barbarians who want to give you a reason to use the fountain. To the left from the ramp is a Mystical Will Fountain and a frost giant. The giant has some devastating attacks, so try stunning him, then smacking him down.



## The Frostbound: Mountain Pass

### Quests:

- **Destroy the Frost Worm (cont.)**
- **Find the five Gems (cont.)**
- **Return the Cask of Winters (cont.)**

### Monster Encounters:

- **Ice Barbarians**
- **Frost Giants**
- **Ice Golems**

**Secret Areas: 0**  
**Soul Shards: 0**



4

Your first romp with a frost giant can be a painful education. Try to stun him.



Individually the ice barbarians and frost giants are not a big threat. However, they are almost always in groups that can slice you up in no time. Take care if you're alone and work together in a group. Explore slowly to reveal enemies a few at a time, rather than rushing ahead and getting swarmed.

After you clear up the outer battlements of foes and loot, head to the back of one side or the other to find a narrow ramp leading to the upper battlements.

A little further up from *both* narrow ramps are **secret areas**. Within the area nearest the Hit Point Fountain, you'll find the Cask of Winters that Zyn was looking for. This completes one quest, then adds another: Return the cask. The other secret area is just loot, but you can't say no to that.

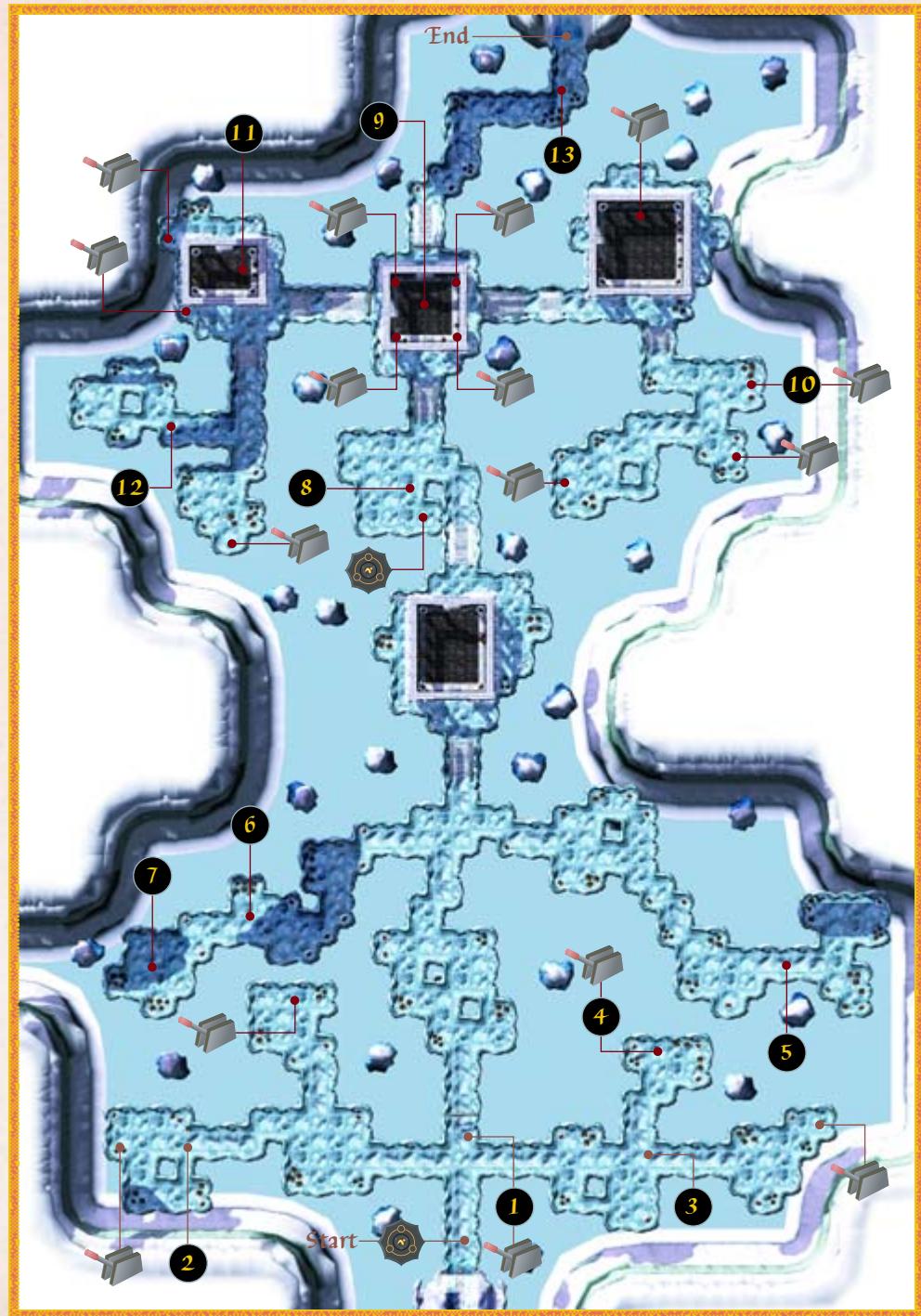
**QUEST COMPLETED**



5

This ladder leads to the Cask of Winters. Pick it up, then move on.

Get yourself sorted out, then move along the path between the two narrow ramps that led you up here. It leads you to the next stage of the Frostbound.



# The Portals: The Frostbound

Straight ahead of the starting point, a gate blocks the way; you need to throw five levers to open it. The first one is right in front of the gate. Bump into it, then, facing the gate, go to your Hero's left.



**This gate needs opening, and you need five levers to do it.**

You'll come to a square bit of land with two paths leading off of it and a group of ice barbarians to slay. When you're done, follow the leftmost path to find a frost giant and an ice golem. Fight the giant first, being careful not to wake the golem, and when he's down, go after the snow and ice creature. Just beyond is the second lever. Flip it and backtrack to the square area.



**Two big bad guys and a lever. Try not to deal with all of it at once.**

Once there, take the path you ignored earlier. There will be a few barbarians to deal with and a frost giant at the path's end. Take it slow so you don't get mobbed. When it's clear, flip the lever at the path's end, then go back to the start point.

Follow the path you didn't take at the start past the gate. It opens up further ahead and another horde of barbarians is waiting. Avoid the crush and deal with them as singly as you can. At the opposite edge of the open area is another split, with paths to the left and right of your Hero. Go down the rightmost path first.



**Another band of barbarians and another path choice to make.**

An ice golem is ahead and a frost giant is just beyond that. Use a ranged attack to wake the golem from afar and let it come to you. This way you don't have to fight both of the big bruisers at once. Take care of the golem, then move forward to blast the giant. When both are down, switch the lever near the back.

Backtrack to the path you ignored and follow it. Barbarians seem to come out of nowhere to attack you so keep on your toes. Shortly you'll run across another ice golem. Deal with it and switch the lever you find behind the monster. That's five levers. The gate swings open back at the starting point.



**Make a snow cone out of this ice golem, then flip the final switch.**

Going down the newly open path, your Hero will come to a broad area with a barbarian infestation. Hack your way through them and collect the loot. Further along you'll find a four-way intersection. Paths lead off straight ahead of your Hero and to his or her left and right. A frost giant is bearing down on you. The path straight ahead has a staircase in it; ignore it for the moment.

Take care of the bully, then go to the path that was to your Hero's right. It opens up to a wider area with two frost giants and random barbarians milling about. Luckily the giants are spaced out so it's likely you can fight one at a time. Defeat all enemies and move forward.

Another pair of frost giants waits toward the end of this path. When they're gone, make the rounds to all the locked chests and smashable crates to gather the items, then move back to the four-way intersection.



**Here you'll find a pair of frost giants, but they aren't close together.**

Move to the path that is now in front of your Hero, past the staircase, and you'll come upon an ice golem. Use some fire potions to take it down and interrupt its attack. While it's reeling from the flames, use your weapons to cut it up. When it's slush continue on, breaking crates and unlocking chests as you go.



**Save your Globe Potions.** It's tempting to use them to reduce battle damage, but hang on to them for the boss battle at the end of the Frostbound world.



This cold fellow is a handful.

There's little rest before you stumble into another group of ice barbarians and a frost giant. As consolation, there is a lot of loot hanging around as well. Dispatch the foes and carry on down the path. It's not long before a similar group of barbarians and a frost giant block the way. You should be getting good at this combination of enemies by now, so we trust you'll get by them soon.

Once you do, clear the dead end of treasure, then head to the four-way intersection.



The old partnership, frost giant and ice barbarians.

Hop up the stairs to see a temple-like building, with pillared walls and ice barbarians swarming around it. Take this one carefully; there's a ton of barbarians and a frost giant in and around the temple. Make them come to you. When it's clear, sweep around and in the building to get the loot, then cross through to the other side.

There's a set of stairs, so go down them. The path will lead you to a square area with several ice golems. Take it slow. Lure out one ice golem at a time, especially if you're playing solo. The beasts aren't that bad singly, but you'll have to scrape yourself off the ground if you charge in.



Taken all together, these monsters are dangerous.

There's a Warp Point on the square bit of land the ice golems inhabited and it's a wise move to use it. The golems may have been bad, but there's worse to come up the next flight of stairs.

When you're ready, walk up the stairs to another temple-like building. You'll find several ice barbarians and a big, glowing frost giant. As with other big, glowing monsters, this giant is tougher than the others. Draw his compatriots to you down the stairs. It's a narrow enough path that they can't all surround you. Use fire potions to interrupt them (especially the frost giant), then move in.



This giant holds sway over the temple and its levers. You must destroy him to move on.

When it's calm again, scope out the three paths leading away from the temple. A spiked gate blocks each one. To open the first, find the four levers in each corner of the building and flip them. When the gate opens, go through and over the stairs beyond. Another temple is there with more foes to fight. Let the barbarians come to you, then enter the building to dispatch the pair of frost giants. Each of the spiked gates requires you to flip four levers to open it.



You may have noticed that there are a lot of formidable enemies to wade through. Do your best to conserve hit points as you explore; things don't get easier as the level progresses.

When it's safe, flip the lever in the temple—this is the first of four to open the second spiked gate. Go down the other set of stairs to venture further down the path. A snowy area houses another pair of frost giants, though you won't have to fight them at the same time. After slaying them, find the lever near where the first one was standing. Switch it over. There's another lever where the second giant was. Flip it and there's one more left.

That last lever is heavily guarded. An ice golem and a frost giant are on you simultaneously. Use a Thunderstone, Thrown Dagger of Stunning, or War Cry to put the giant out for a few moments so you can focus on the golem. Get past that terrible twosome, and another frost giant awaits beyond. Put him down and you'll find this section's last lever.



More frost giants, another lever.

# The Portals: The Frostbound

When you flip the lever over, another gate opens at the temple with a four-way intersection. Walk your Hero back to it and get ready for another round of ice insanity.



The big guys fall hard.

Past the second gate, you'll find more ice barbarians wanting to play. Past them there is another temple structure. Within the pillared walls is an ice golem. Scratch him off the list and there will be a frost giant close behind. When the fireworks end, look for a lever behind the temple and another in front of it. These are the first levers you'll need to open the third gate.

Pull them both, then continue on down the next flight of stairs. A golem and the requisite barbarians will try to stop you. Fight through them; you have a choice of path, to your Hero's right or straight ahead. Move straight ahead and cut down a couple of frost giants who don't know how to work together. Flip the lever you find there, then backtrack to the path you ignored a second ago.

This broad area has a pair of frost giants. They tend to come at you together, so pull out a stunning item or spell to keep them from hammering you.



This frost giant and his buddy let you fight them one-on-one.

When the trick is done and the baddies are down, you can find and switch the last lever. That will open the final gate back at the temple intersection. Backtrack to it and go through. Following the path will lead you to the entrance of the **Frost Worm Lair**, the boss of the Frostbound.



Before going to the Frost Worm Lair, backtrack to the Warp Point before the temple intersection. Save your game there because you can't once you're in the lair.



With the final gate open, you can meet the head monster.

## Frost Worm's Lair



### Monster Encounters:

- Frost Worm (Boss)
- Frost Worm Larvae

### Secret Areas: 0

### Soul Shards: 0

Walking into the Frost Worm's lair isn't something you should do lightly. The cold-blooded creature is a formidable foe, so make sure you're in the right frame of mind.



## The Frost Worm



This worm is big. No problem, you've handled big before, right? The problem is if you're playing a close-range Hero, you need to get near the worm to harm it.

Plus, the worm likes to hide by ducking down one of the four holes it will appear from. You can run from one to the next in a tiring effort to get in some attacks on the big beast.

First off, let's review the Frost Worm's attacks. You can't help but notice those huge pinchers on either side of its head. They can take a chunk out of you if the worm takes a bite. Not only that, but the force of it will throw you back.

Then there's the ice ball attack, where the monster spits balls of freezing energy at you. They don't home in, but a single mistake can mean a big loss of hit points.



**A few snowballs can take the fight out of you.**

If you're too close and the Frost Worm wants to brush you back, it will unleash a wave of cold. Rings of force emanate from its white body, doing damage and pushing you away.

But the capper is the cone of cold that the Frost Worm can shoot from its spiny mouth. If you get caught unprotected in this attack, you will take life-threatening amounts of damage. Plus it extends across the whole of its lair and will shove back any Hero to the opposite edge. Try to get to one side of the worm if you see the stream coming.



**The cone of cold will be the end of you if you're not careful.**

As with other boss battles, this one calls for a liberal dose of Globe Potion and Berserk Brew. The Globe Potion allows you to get in close if you need to engage without ranged attacks and keep you safe from the Frost Worm's icy breath.

When the worm slides out of sight, Frost Worm Larvae spawn around the ground. Attack them, but immediately move away after they die. Their bodies freeze and shatter on death.



**The Frost Worm Larvae are not too threatening, but they can whittle away some hit points.**



If you're out of Globe Potions, you have to try and predict where the worm will show up next. Run up to it when it appears, get to one side, and begin swinging. Anything you can do to resist the cone of cold attacks or boost the damage that you do will help.

## QUEST COMPLETED

When it's over, the worm cracks and falls, leaving you with a clear path to the Gem of Ice and the portal out of the Frostbound. There's not much loot, but you gain the sorceress's ring, which is helpful as you continue adventuring.

Go through the teleporter to head back to the Portals Hub, then head back to the Castle Shoppe. You've got some business to attend to.

## Returning the Cask

You arrive right back into the shop, and since the Rogues are all hanging out there, you can find Zyn, who wanted the Cask of Winters.

He'll take it off your hands and reward you with a serious amount of experience points and some gold. Not a bad haul for fetching a barrel.



**He's happy to have it.**

## QUEST COMPLETED

Step up to the counter and Lidda gives you some information about the Gems. Seems that if you have all of them together you can open a portal to Kaedin's Castle—the Shadow Keep.

Sell off the stuff you no longer need and buy any of the high-powered items you've been eyeing. When you're done, step back into the Portals Hub and find the door with the snowflake on it.

The Gem of Ice will unlock the portal; so step in, gather the Holy Water vials scattered around, then use the portal to be transported to the Bone Necropolis.

# The Portals: Bone Necropolis

## The Portals: Bone Necropolis

### Bone Necropolis: Lower Graveyard

#### Quests:

- Find the Five Gems (cont.)
- Defeat Kaedin

#### Monster Encounter:

- Skeletons

#### Secret Areas: 0

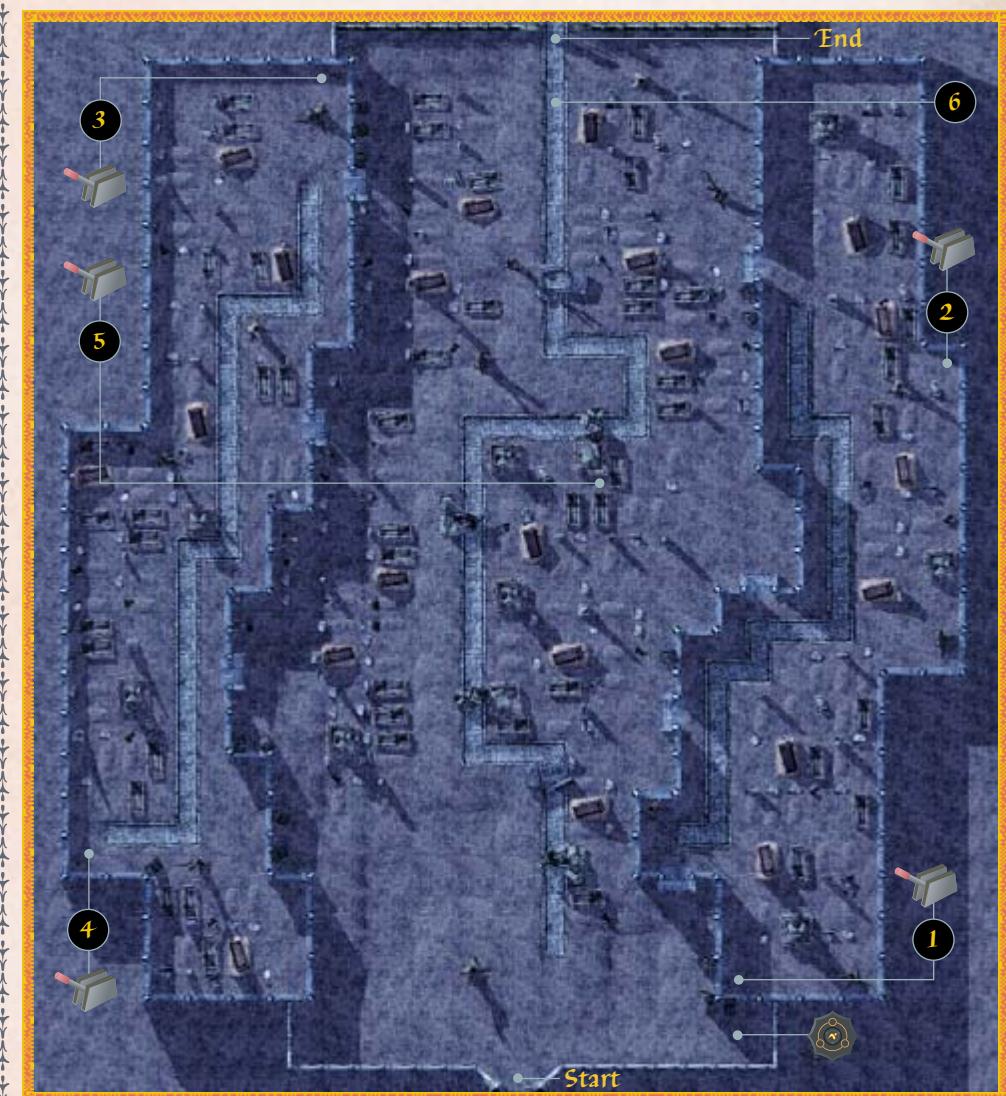
#### Soul Shards: 0

When you land in the **Lower Graveyard**, run to your Hero's right and save at the Warp Point in the corner. This large, open area is nothing but old graves that keep spitting up undead skeletons to attack you. Though you've dealt with the bone monsters before, these are a tougher breed of creepy undead.



The constant stream of skeletons starts almost immediately.

The skeletons here have more hit points, and they have different forms of attack. You'll face some with swords, others with swords and shields, and still others with bows. The archers are annoying, interrupting your attacks and allowing their lifeless cohorts to take unimpeded swipes at you.



**TIP**  
The skeletons with shields are the most annoying. You can waste time trying to batter through their defense as the others take your health away. If you have any weapons "of the Ram" (such as the Great Sword of the Ram), use them; they make most of your attacks unblockable, even by shields.

Your Hero's objective in the Lower Graveyard is to get through the gate opposite the starting point. It's far away and locked. You need to find the levers that unlock it. Near the Warp Point, there are a couple of steps leading to a fenced area. Climb the steps.

Run around the fence; it's between you and the Warp Point. The first lever is in the corner.

Be wary of skeletons that fire Vampire arrows. These devastating weapons drain you HP and give it back to your attackers. If you see undead archers firing these magic arrows, focus your attacks on them. Taking them out is a priority.



1

Slap that lever over.

The whole graveyard area will be one long, grueling fight against the skeletons. Be aware that sometimes you can smash a skeleton and watch it fall to the ground, only to have it rise again and keep attacking. The monster isn't gone until you see the spirit escape.

About midway through the narrow area you're in, you'll find another gold-colored lever in a corner to your Hero's right. Step over and flip it. If you're getting swamped by skeletons, use fire potions, Holy Water, or some other area effect attack to shove them back. Take a moment's respite to pull back. You can easily be surrounded, and that is serious trouble.



2

Here's another lever. It will be a brutal slog to get all of them.



Mental attacks (such as War Cry or Thunderstone) do not affect skeletons.

After you switch that lever, venture into the graveyard's central area. Fight your way across to the other narrower area on the opposite side. Find a gap in the fence (there should be one across from the switch you just threw) and head straight out from it.

As you move across the middle you'll most likely be attacked by a swarm of arrows from skeleton archers. The sheer number of bolts they fire can take you down to nothing very fast. Use your own ranged attacks or, if that's not an option, close with them quickly and knock them to pieces.



The skeleton archers use their numbers to wear you down.

When you're in the second narrow area, turn to your Hero's right, which should put the starting point behind you, and keep the fence on his or her right. You should come to a corner containing the third switch. Flip it.



This is the third switch.  
Only two more to go.

Now look at the area around you. There should be a stone path nearby. Follow it back toward the starting point. At the other end, it points to a corner with the fourth switch. Move that one. There's only one more to find.

Go back to the central area straight out from the closest gap in the fence and find another stone path. Follow that away from the starting point, fighting off the skeleton hordes as you go, until it takes a turn to your Hero's right. Where the path is blocked with a stone, look to your Hero's right and the final lever should be there amongst some open graves. Flip it and the gate will open.



4



5

The fourth and fifth switches.

As you approach the exit, you'll be faced with a contingent of skeletons and a larger specimen of the bony undead. It's glowing a sickly yellow, so you know it'll be tough. Try using an Insect Plague to keep the creepy jerk off balance as you attack with weapons.

Once he falls to pieces and his cohorts join him, stroll through the gate and onto the next phase of this journey.

# The Portals: Bone Necropolis



A bigger skeleton isn't a good thing.

## Bone Necropolis: Upper Graveyard

### Quests:

- **Find the Five Gems (cont.)**
- **Return the Horned Skull**
- **Defeat Kaedin (cont.)**

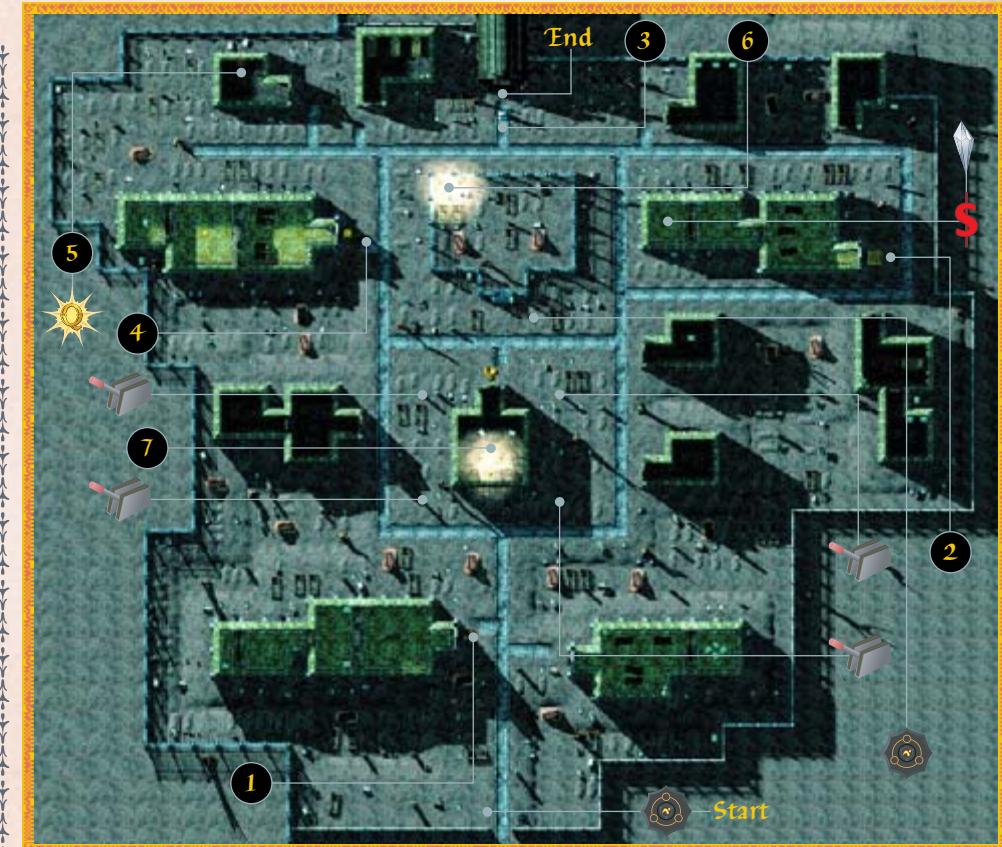
### Monster Encounters:

- **Skeletons**
- **Osylyths**

### Secret Areas: 1 Soul Shards: 1

As usual, step to your Hero's right and save your game at the Warp Point.

The **Upper Graveyard** is a rougher place than the Lower Graveyard. You need to collect three medallions, use those medallions to get two special items (globes), then locate the Bone Bell—it is very important that you collect all these items in this level. Doing all that is not easy because a legion of undead creatures guarding the area are intent on slaying you.



Get used to seeing scenes like this one. You'll be swarmed on more than one occasion.

After saving, head up the stone path and turn to the first building on your Hero's left. This is Nerull's Temple, which holds one of the medallions you need.



The gold plate on the ground marks Nerull's Temple (and the other two you'll visit). Inside you'll meet your first osyluth.



**TIP** Deal with the skeletons as they spring up instead of waiting. A huge, but finite number of enemies appear. If you smash them up as you encounter them, there's less chance of getting swarmed later. Clear the area in front of Nerull's Temple before stepping inside.

There are several doors in the small confines of the temple; keep opening them and going through to meet more undead. Deal with each group individually. When you come across the wicked osyluths, concentrate on them instead of the skeletons they raise. The osyluth has a poison tail attack and his Fear Aura drains Mystical Will. When the osyluth dies, its henchmen can be fully destroyed.

Pick up the medallion on the pedestal in the back, clear the temple of loot, then head back out the way you came. Across from Nerull's Temple is another building with some chests and treasure. Step inside and clean it out. When that's done, sweep around the perimeters of both buildings you've explored. You'll meet a manageable number of undead and gather some treasure as you go. Stay away from the center for now.



You'll notice shots of yellow sparks that home in on you as you get closer to the center. These drain your Mystical Will if they hit you. The roundabout path we describe here is to clear out as many foes as possible before dealing with the sparks. Rushing in will get you mobbed and most likely destroyed. Charging straight at them may work for a group, but the solo player should take every precaution to keep safe.



**Avoid the yellow sparks at all costs. They damage your Hero and drain valuable Mystical Will.**

Still avoiding the central area, sweep up the side behind Nerull's Temple. You can get to the next building before the sparks start coming at you again. Pull back to the starting point, then head to the area behind the other building you explored. There are two smaller structures to your Hero's left, but ignore them for the moment since the sparks are flying near them. Keep bearing to your Hero's right to find a pair of bigger buildings at a right angle to each other (as well as more undead to battle through).

The one with the gold plate out front is Wee Jas' Temple. Step in and fight off the monsters that come at you. In the room with the medallion, you'll face another osyluth. Defeat it, pick up the gold emblem, and go through the door in the back to find a **secret area** under the floor.

**2**

**Wee Jas needs to donate a medallion to your cause. Plus there are some surprises underneath the temple.**

The secret area is home to a pair of osyluths. Evict them forcibly, then pick up the Holy Water and **Soul Shard**. Go back up the stairs and out of the temple, fighting the undead on your way.

Clear treasure out of the other large building nearby, then sweep the perimeter of Wee Jas' Temple. A pair of small buildings and some other chests are on the back side (farthest from the starting point). Pick up all you can carry, then continue following the back wall, away from Wee Jas' Temple.

You'll find a statue (and more enemies) with its empty hands held out and the legend "The beginning and the end are in my hands." You need to find the items that fill those hands in order to get out (it's not the medallions). Keep moving in the direction you were going, sticking to the wall where the exit gate is until you come to a small building. Empty it, then walk straight out from the door.

**3**

**This is your end goal for the Upper Graveyard.**

You'll see another gold plate in the ground by a large building. This is Vecna's Temple. Slide inside to battle more undead, including an osyluth. When they're done for, pick up the medallion in the back room and fight your way out.

**4**

**That's all three of the temple medallions.**

Walk toward the back wall and bear to your Hero's left. Another small building awaits with a red altar inside. Fight off any enemies, then enter. When you reach the altar draped with red cloth, you automatically return the Horned Skull. That should make the Crimson Scar Rogue happy.

# The Portals: Bone Necropolis

Explore the area before you go, picking up any treasure you missed earlier. When you're done, go to the back and the statue with the empty hands. Step up to it and your Hero will place the two globes on the statue, unlocking the way out and calling up a final contingent of skeletons to fight off. When you're ready, step through to the **Bone Temple**.



The statue is the lock, the globes are the key.



If you're getting mobbed by skeletons, back off and deal with them before flipping the switches.

When they're shut down and the undead are dead, you can go about your business. Head back to the fenced area. Its entrance faces the entrance to the central building. You'll notice the building has three gold discs in front of its door. You need all three medallions to get in. First, go into the fenced area and battle the creeps that pop up. In a corner, you'll find a yellow sphere. Grab it; it's the Life's Globe.

Go to the central building and step inside (if you have all three medallions). You have to smack down a pair of osyluths, then grab the blue Death's Globe. While you're in there you'll also pick up the Bone Bell. It will come in handy in the Bone Temple. Now you've got all you need to exit the level.



6



7

With both globes in your possession, you can leave the Upper Graveyard.



Placing the skull completes another quest.

**QUEST COMPLETED**

Explore all the area behind Vecna's Temple, then come back around to its door. Just across from Vecna's Temple is a small, fenced area. Bear to your Hero's right as you approach the fence. The sparks will fly and several skeletons may show up. Often they are archers. Dodge arrows and sparks, then run for the building in the center, further along than the fenced area, and aim for one of its corners.

Locate a post that's spewing the sparks. On the back of it is a lever. Touch it and the sparks will stop issuing from that post. There are four of them at each corner of the central building. Make your way around, switching them all off.



These posts are the source of your problems.





# Bone Necropolis: Bone Temple

## Quests:

- Find the Five Gems (cont.)
- Defeat Kaedin (cont.)

## Monster Encounters:

- Skeletons
- Osyluths

## Secret Areas: 2

## Soul Shards: 1

Make use of the Warp Point to save your game before venturing further. Your first job is to walk down a straight hallway with nooks at intervals where skeletons are waiting to ambush you. The hall also has spitting skulls that will poison you if you wander through their green breath, so time them and move when it's clear.

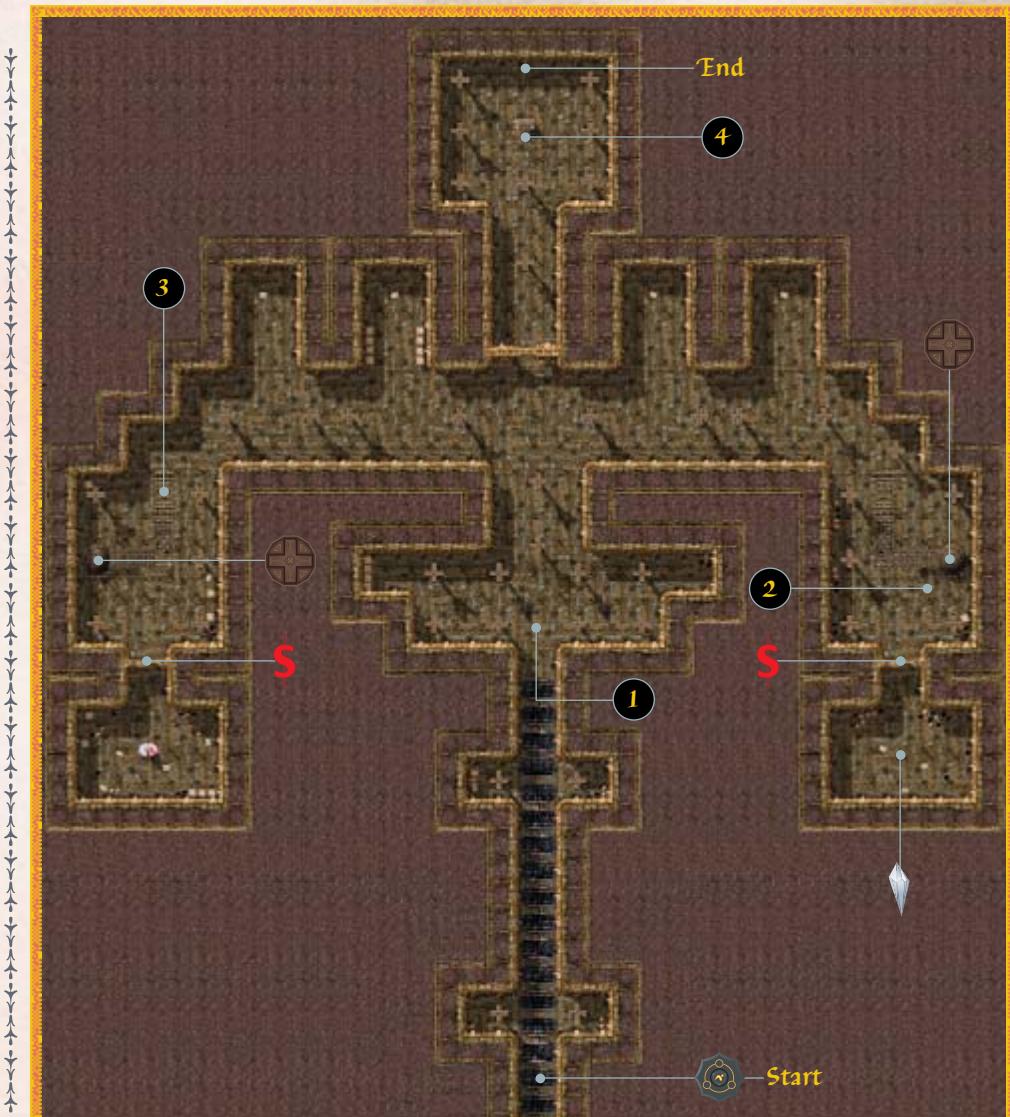
At the end of the long hall, you'll face an open area with a new opponent and some old foes. Flaming skeletons that throw fire balls will be added into the equation. As soon as you deal with the group, just outside the hall a gate opens that allows an osyluth and his cronies to attack. Show them what you did to the other guys.



1

It's a new friend and he's on fire.

Search that first area for items, then go through the gate. You'll come to a broad T-intersection with a bolted door in front of your Hero and passages to the left and



right. To open the door, you need to find and activate two pressure plates. Start by moving to your Hero's right.

There are alcoves along the wall to your Hero's left with chests in them. If you go after the chests, a band of undead will rise to fight you. Shortly, the main passage will open up on a larger area with a ramp leading to a pressure plate. Before ascending, take care of the enemies in the area.

On the back wall of the first pressure plate room, there's a hidden door that leads to a **secret area** where you'll find a **Soul Shard**, and more skeletons to fight. When it's clear, activate the pressure plate.



2

Secure the area first, then go after the pressure plate. Check the secret area in the back.

# The Portals: Bone Necropolis

Head back to the T-intersection. Pass the bolted door and explore the next passage. You'll see alcoves on the right side that hold loot and enemies. Past that is the second pressure plate area.



**TIP**  
Pay attention to your hit points, especially if you're playing solo. The sheer weight of the number of undead can wear you down to nothing, so monitor your Hero's health. There are a couple of healing fountains around the corner, but you'll need Healing Potions before long. If things get dire, warp back to the Castle Shoppe and fill up on Healing Potions.

As before, clear the area of enemies (a couple of osyluths) first. A **secret area** with a Health Fountain and a Mystical Will Fountain is in the back of this room. If things are bleak, run for the back wall and push through to the magical waters.

After you top off and collect the items in the two rooms, walk up the ramp to activate the second pressure plate. This opens the bolted door at the T-intersection. Head back to it and enter the room beyond.



An osyluth is waiting on the ramp to the second pressure plate.

Here you'll face just about every type of undead creature you've seen so far. Take it slow if need be, backing out and luring them to one-on-one fights. When it's clear, approach the hanger in the middle of the room. Your Hero will place the Bone Bell on it and give it a ring. (If you're wondering what a Bone Bell is, you may have missed it in the central room of the Upper Graveyard. If it's not in your Quest Item list, you'll need to head back before moving forward!) Its tones open the door ahead. Walk through to reach the **Bone Bridge**.



The Bone Bell makes it possible for you to progress.

## Bone Necropolis: Bone Bridge

### Quests:

- **Find the Five Gems (cont.)**
- **Defeat Kaezin (cont.)**

### Monster Encounters:

- **Skeletons**
- **Osyluths**
- **Bone Nagas**

**Secret Areas: 0**

**Soul Shards: 1**





Save your game at the Warp Point and move forward. You'll see a Skeleton Key nearby. Back away immediately after grabbing it, and listen for the clunk sound. A second later, one of the bone spikes that fence in the bridge will dive down and pierce the spot where the key was.

Throughout the length of the bridge, there are booby traps like this. Listen for the sound before the trap springs. When you hear it, move quickly to avoid getting skewered.



**A bone bridge floating in air won't settle your nerves.**



Before you go further, check on your Healing Potion numbers. If you have fifty or less, use a Warp Stone to visit the Castle Shoppe. By this point, you should have a surplus of gold to spend and Healing Potions are great to have. And if you need Globe Potions, grab some of those, too.

Follow the bridge until the path forks, fighting a couple of foes on the way. Take the fork to your Hero's left and grab a bit of loot. It dead-ends soon, so backtrack then take the right fork.



There are two more traps along this path. The first is a clamp, in which multiple ribs snap down to hurt you. If you take the first pass to the left and follow it to its end, you'll find a clamp trap. Across the trap is a key in the corner of the platform. Run and pick up the key, then stand where the key was to avoid taking any damage from the trap when it clamps shut. The second clamp trap is about half way across the bridge, opposite a crate. Rush across the bridge and stand next to the crate to survive the trap.



**The first fork of many.**

The bridge continues on for a long stretch. It winds about, but doesn't split for some time. You'll face burning skeletons and osyluths as you go and find some chests to unlock as well. Eventually you'll come to an intersection, with paths to your Hero's left and right. You'll also meet skeleton archers that fire five arrows at once. Use your block button to stave off the missiles between your attacks.

The path to the right leads to a broad area that dead-ends soon. A couple of chests and a lot of skeletons are there. When you're finished with it, take the left path.



**Take the left path.**

Another long stretch of bridge leads you through a couple of osyluths and some burning skeletons. You'll also find some loot. You end up at another junction with a short detour to your Hero's left. There's a Mystical Will Fountain in there, and a bone naga slithers out to greet you. This snake-like undead monster can slow you down with its beam attack, and can poison you with its poison breath and bite.

Fill up at the Mystical Will Fountain and destroy the archers around it. Grab the loot, then continue down the bridge's main path.



**The blue fountain signals the introduction of the bone nagas.**

A short stretch of bridge opens up on a wide area populated with osyluths and flaming skeletons. There are also several traps, so watch your step. The battle can be brutal, but a Health Fountain is nearby. If you need to, rush through the open area to the other path opening, then duck to your Hero's right to reach the fountain.

A pair of bone nagas are guarding it, but with unlimited healing at your disposal, they shouldn't pose a great threat. When it's over, open the chests near the red liquid fountain and save your game at the Warp Point. When you're set, continue on down the bridge.



**A Health Fountain makes everything easier.**

# The Portals: Bone Necropolis

There's another winding bit of bridge before you come to another choice. First go to your Hero's right. There are a few osyluths and other undead to fight. It dead-ends in an open area with a couple of chests. Clear it out and move back to the intersection to take the other path.

There's an alcove to your Hero's left that contains a chest. When you get near it, you'll be mobbed, so be alert. Continue down the main path a short distance and you'll be faced with another choice of left or right. Go right first. You'll find an open area swamped with undead. Smash the creeps and grab the loot, then go back to the intersection and take the other path.

*The undead are plentiful*



*on the Bone Bridge.*

It extends unbroken for awhile, though there are several traps to avoid. You'll come to a point where a legion of skeletons will rise out of the ground and surround you. Use a hefty spell or item to damage as many as possible and fight your way out in one direction, then turn and battle the remaining enemies. That way you won't have to worry about your back.

Soon after, there's another split in the path. To your Hero's left, there's an alcove with some loot and fiery skeletons. Once that's explored, take the path to the right to progress.



*One split after another.  
Don't get turned around.*

Just ahead there's a couple of osyluths in a small area to the right. The path heads left; follow it. You'll quickly come to a spot where a surrounding force of skeletons pops up out of the ground. Fight out of the melee so you're not mobbed, then mop up.

Moving on, you'll encounter another pair of osyluths and a narrow detour to your Hero's left. Be careful; this path is lined with traps. Rush through to get through without taking damage. If you are playing with multiple players, rush through as a group, or wait on the side until the traps have sprung before rushing through. Follow it to find a bone naga and several other baddies in an open area. There are also lots of traps, so get to the center of the area and cut them all down. Scoop up any treasure and go back to the path.



*This area is rough, but you don't want these creeps following you later on.*

Yet another choice is just a few steps away. Take the fork on the left and you'll battle a bone naga and a couple of multi-arrow skeleton archers. Pick up a **Soul Shard** for your troubles, then save your game at the Warp Point.



*This fork leads to two important areas;  
go to your Hero's left first.*

On the other path, you'll meet up with the large glowing osyluth. Hit the creature hard and fast. Concentrate on the osyluth and not the skeletons it calls up to help. Any bonus damage traits or spells you have make this fight go quickly.

Once it's done, follow the rest of the path to the entrance of the **Lich's Lair**.



*The glowing osyluth is here to hurt you.  
Try not to let it.*



## Bone Necropolis: Lich's Lair

### Quests:

- **Find the Five Gems (cont.)**
- **Defeat Kaezin (cont.)**

### Monster Encounters:

- **Skeletons**
- **Bone Nagas**
- **Blood Golems**
- **Lich (Boss)**

**Secret Areas: 0**

**Soul Shards: 0**



Take advantage of the Warp Point to go back to the Castle Shoppe and stock up on defensive potions. Globe potions and Berserk Brew are always helpful. The boss you'll soon face is a tough one, so prepare accordingly.

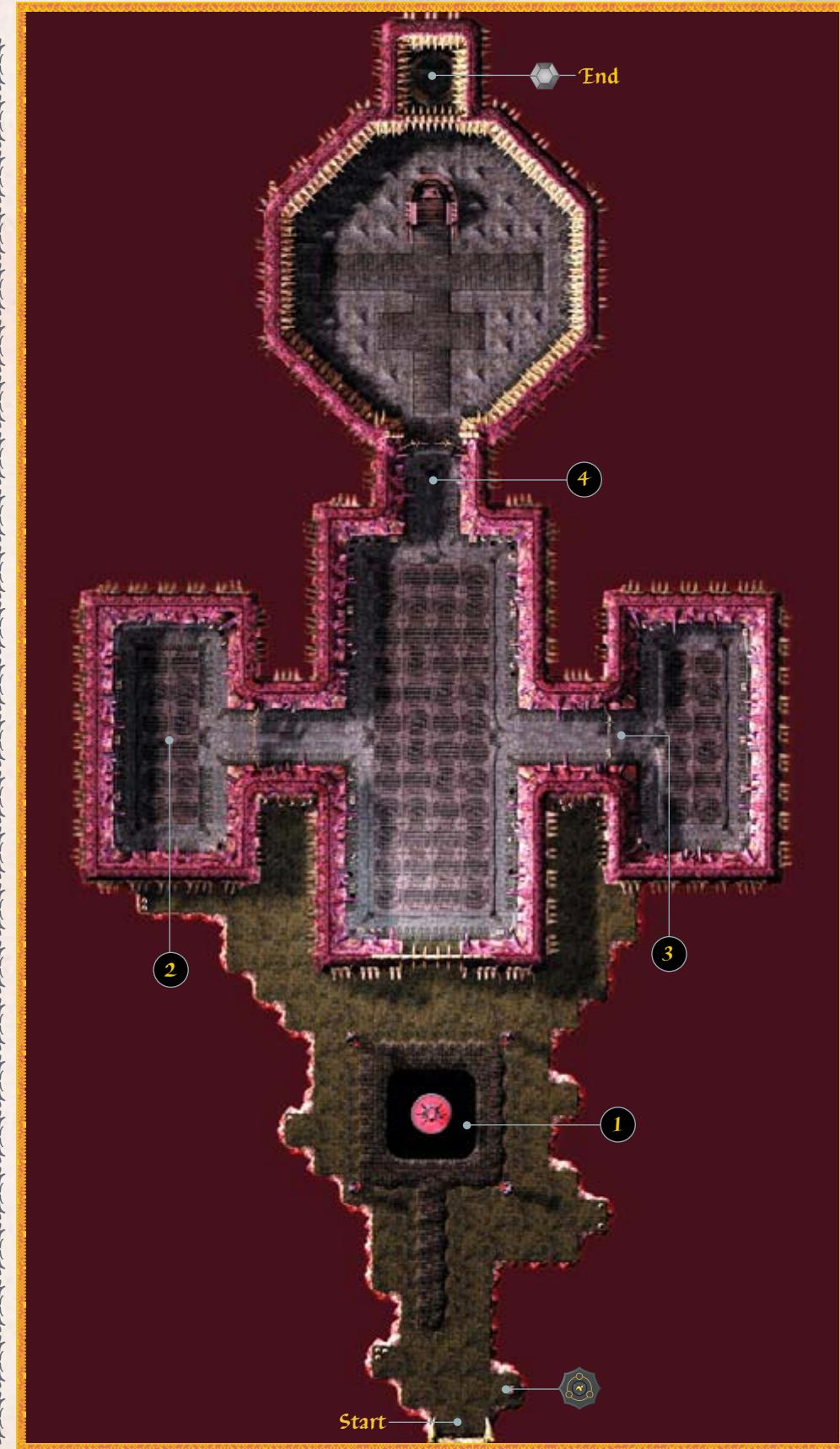
The Lich's Lair is more like a distinct level than a boss battle. You have to fight through a host of foes to reach the boss. To begin, save at the Warp Point to your Hero's right. Then move forward into the open area ahead.

Several skeletons and other undead will make trouble, but nothing you haven't seen before. When you reach the center you'll see a new beast, the blood golem. These horrible creatures are big and red and walking around in a fountain of blood.



1

Blood golems are disgusting.



# The Portals: Bone Necropolis



**Blood Golems** are pretty hard of hearing, so if you don't wander to close you can usually get by without them noticing.

Fight as you clear away the open area in front of the Lich's main door. There are some chests on either side, so pick them clean before pushing into the building.

The main hall is guarded by a couple of bone nagas and a group of shambling blood golems. Don't press too far ahead; deal with each monster in its turn and notice that there are passages to the right and left of the main hall.



To enter any rooms in the Lich's Lair, you first must defeat the Blood Golem Guardian that hangs out in front of the gated doorway.



**The Lich keeps odd company.**

For the moment, ignore the back of the main hall and focus on the passages to either side. With the front door at your Hero's back, check out the room off to his or her left. Within it, you'll find blood golems and skeleton archers. A Globe potion gives you a decided advantage here. If things are too hot, pull back to the passage and let them come to you.

Once the fighting dies down, search all the chests and vases in the room, then head for the other passage opposite this first one.



2



3

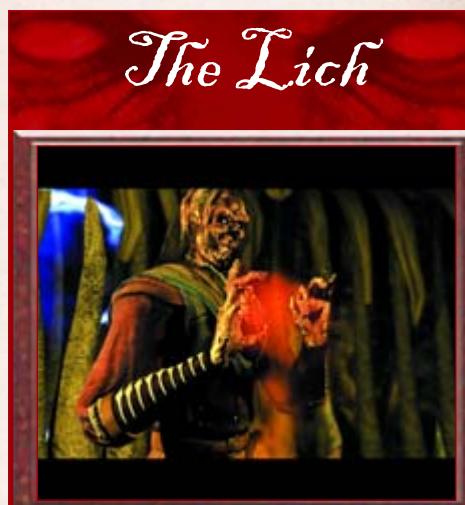
**Two rooms, a lot of heavy-hitting undead.**  
This room is populated with bone nagas (and some may attack you as you cross the main hall). As before, a Globe potion is a handy item to use. If the action turns bad, pull back to the passage so you can face them without getting surrounded. When it's over, clear out the chests and go back to the main hall.

At the back of the main hall, opposite the front door, is a glowing blood golem. You want to get him to fight alone, so deal with the rest of the main hall's monsters first. When the creature falls, the gate behind it will open. Push on through. You'll soon face the Lich.



4

**He's bigger and tougher than his fellows.**



**The Lich**  
The Lich is a powerful necromancer back from the grave seeking live souls to steal. The best defense against this boss, as with others, is a hefty stock of Globe potions. However, keeping a mix of ranged and melee attacks handy will do in a pinch. The Lich has several attacks to deal with both, but if you keep the pressure on, then you can do a constant stream of damage to him.



**The Lich has his own swords.**



If you get in close to the Lich, he'll push you back with a spinning circle of swords. As the swords are visible, he'll be invulnerable. Anyone standing nearby will be pushed back to the edge of the circle and damaged with each hit as it spins. Watch for his windup with both arms and scoot back when you sense this defense is coming.

If you're farther away, the Lich can do one of several things. He can throw a pair of ethereal swords at you that will home in unerringly and strike for damage.

He can also cast a slowing spell that, if they hit you, will slow down your actions. Block these.



**Slow bolts can be disastrous in a deadly fight.**

If the Lich rises in the air and glows green, he's about to send out a series of poisonous vents along the ground. You can see them glow green a second before the poison rises, so step away if one is underneath your Hero.

The Lich also has a Globe spell, encasing himself in an impenetrable sphere. When he does, he simultaneously raises the horde of shield- and sword-wielding skeletons around his lair. You have to scatter the bones of these minions before the Lich will drop his protective globe.

If you have a weapon of the Ram, use it to smash through these undead soldiers' defenses quickly.



**No fair, he's got a Globe, too.**

Use your Globe potions to get in close and Berserk Brew to put that special bite into your attacks. Ranged attackers, don't forget that you're also vulnerable, so try using those Globe potions as well. They won't make you invulnerable, but they can help reduce the damage you take.



Put enough hurt on the undead mage and he'll crumble, as the time he's stolen catches up to him all at once.

When it's over, pick up the bag of gold near the portal, then step onto the Teleporter to grab the Gem of Death. That's five Planar Gems and the end of another quest. But don't think you're finished. There's still a lot to do.

**QUEST COMPLETED**

## Back to the Portals Hub

As you return, the Head Cleric who raised you from the dead is waiting in the Portals Hub. He's anxious to tell you that the Gems you've collected can be used to enhance your Ancestral Weapon. When you've equipped the Ancestral Weapon, pull the right trigger and you'll see a menu at the bottom where you can choose the Planar Gem you want.

When you've chosen, the weapon has attributes drawn from the Gem. He tells you to use the portal in the center of the room to reach Shadow Keep. He asks you to jump in and destroy the evil Wizard.

Which seems to be what you've been trying to do all along.



**The Cleric is afraid of Kaedin, but thinks you'll be all right.**

Before you go, take care of some business at the Shoppe. Use another portal to go there and talk to Taarian who asked you to return the Horned Skull. This second portal is located outside of the main room of the Portals Hub. He's pleased and rewards you accordingly.

Unburden yourself of unwanted items and pick up anything you might find useful (Globe potions, healing items, etc.), then head back to the Portals Hub. The room's central portal is finally activated, ready for use. Step on up and transport to Shadow Keep.



# The Portals: Shadow Keep

## The Portals: Shadow Keep

### Shadow Keep

#### Quests:

- Defeat Kaedin (cont.)

#### Monster Encounters:

- Gargoyles
- Drow
- Clockwork Soldiers

**Secret Areas: 0**

**Soul Shards: 1**

Save your game at the Warp Point, then move forward and you'll see a viewing balcony. Looks like you've made it to that castle in the sky.

Past the view, you'll run into a cutscene. Rik, the shopkeeper, gloats and gloats about how clever he was in fooling you, but you had your suspicions, right? And he giggles about how you opened the planes and made him all powerful, but you also have the Planar Gems, which makes you powerful, too.



What's happening to Rik's face?

Rik jumps out of his skin to reveal the scaly, horned, ugly interior of Kaedin the evil Wizard. He prophesizes your doom and disappears, leaving you to contend with a gaggle of gargoyles. Try out the different Planar Gems with your Ancestral Weapon. You'll be pleased with the results.



The different effects from the Planar Gems are devastating to your enemies.





The Shadow Keep is a sprawling area that will take you a lot of time to explore thoroughly. When the gargoyles are out of your hair, face the area where Kaezin appeared, with the starting point at your back, then go to your Hero's right. You'll find a passage into another room which houses more gargoyles and several drow. When they're gone, grab what treasure you can find and press forward to an exterior path where you'll find a clockwork soldier.



The clockwork soldiers are resistant to fire, but not to ice. Use the Gem of Ice in your Ancestral Weapon to stick it to the metal monsters.

A bit beyond that is another room crawling with beasties. Draw them out to you in small groups to avoid a mob scene. Then clear out the room and press on. The path you're taking is pretty straightforward, halls leading to rooms and so on.



1

Another room, another fight.

The next room has a large central pillar and a smaller room off to one side. Destroy the evil inhabitants of both, then leave through the hall at the back. It splits, with a junction to your Hero's right. Ignore the junction and keep moving straight ahead. You'll find some more clockwork soldiers to play with and more chests to loot.

There's a bigger room ahead with a passage straight across and one to your Hero's left. That hall to the left leads back to the starting area where you first met Kaezin. Grab the treasure in that hall, then come back and take the passage straight across.



2

When you're ready, move straight ahead through the hall across the way.

Another large room with gargoyles, clockwork soldiers, and drow of every stripe is next. The Gem of Ice or the Gem of Wind works well here. The ice powers will freeze up an opponent, the wind will trap them in a whirlwind for a while; either way they'll allow you to quickly take enemies out of the action so you can come back to deal with them more permanently at your leisure.

That room leads to a large room with circular pools along its length. Six smaller rooms are off the pool room, each containing monsters and treasure. Methodically clear them out.



3

This is a large area with a big store of monsters and items.

When it's all done, make your way back to the junction that you ignored earlier. The unexplored hall should be on your Hero's left as you approach. Walk down it and fight off the monsters. Search the smaller room to one side to see another viewing balcony. It seems there's something beyond it, but you can't get across. Head back and directly across to the larger room.

As you enter, there's a hall across from you and another to your Hero's right. More big bad guys await you here; deal with them.

When it's clear, search the hall that was directly across when you entered. It also leads to an impassable viewing balcony. Go back and take the hall you haven't explored yet.



4

The hall at the back of this large room is the way forward.

The next chamber has a mob of monsters and a central pillar. Take it slow so you don't get swarmed, then check out the opposite side of the oblong pillar. You'll see a Warp Point and a gate. Save your game and examine the gate. You need to find a lever to get it open.

Facing the locked gate, go to your Hero's right and down the passage that leads diagonally away. You'll find a Health Fountain around the corner, and foes around the next corner. Defeat the drow that block your way and a bit further on you'll find a lever.



5

First defeat the drow, then throw the switch.

# The Portals: Shadow Keep

The lever activates a bridge back at one of the viewing balconies you couldn't get across earlier. Before backtracking, continue forward to find more treasure. You'll fight over an area of bridges and down a long watercourse to find several chests. Scoop up the treasure and head back to the locked gate. Facing it again, this time go down the diagonal passageway to your Hero's left.

You'll find a Mystical Will Fountain in this long hall and more drow to contend with. When it opens up into a room, you'll have to battle over to the lever. Flip it to activate a bridge over the other viewing balcony, then continue on to gather some items.



6

A lever can be found on either side of the gate, but there's more to those areas than that.

The areas beyond are watery canals with a few causeways to explore. Two of them lead to chests (and several more monsters), and the one at the back brings you to a **Soul Shard**. Pick it up and backtrack to the locked gate.



7

Another Soul Shard!

So those two levers didn't open the gate, but they did activate new bridges. Backtrack to the room before the locked gate room, and to the left and right you can follow straight paths to the viewing balconies. First, with the locked gate at your back, go to your Hero's right.

You'll almost immediately find the new bridge and beyond it, the first gate lever. It's past some fire traps, so time your steps wisely to avoid getting burned. Flip the switch, then backtrack again. Take the other path to the second viewing balcony. Cross the new bridge.

Another lever awaits past another set of fire traps. When you pull the second lever, the gate opens. Backtrack to the gate and walk through. Be wary; there are more monsters to deal with.



8



9

These are the two levers that open the gate.



Fill up at the fountains in the passages on either side of the gate.

Beyond the gate is a large balcony area, looking over a hole in the floor of the floating castle. Make your way around, fighting clockwork soldiers, gargoyles, and drow casters as you go. On the other side is a door. Step through to enter **East Grand Hall**.



10

This door is your way out.



## Shadow Keep: East Grand Hall

### Quests:

- Defeat Kaezin (cont.)

### Monster Encounters:

- Yuan-ti King
- Gargoyles

### Secret Areas: 1

### Soul Shards: 1

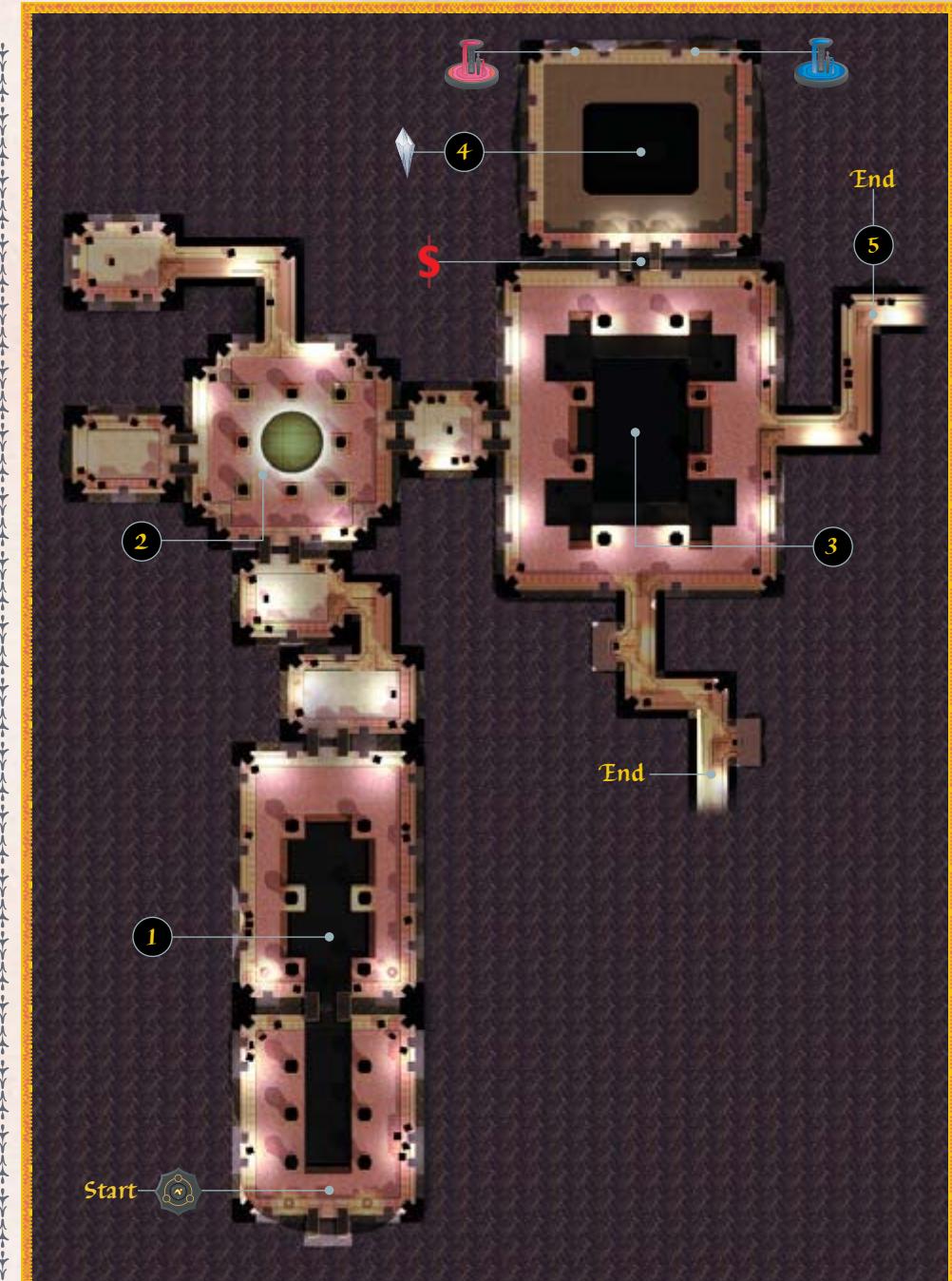
The East Grand Hall is a short level, but it should have enough thrills to keep you amused. Begin by saving your game at the Warp Point. Directly ahead of you is a canal. First, search down the dry left and right sides of the room to smash some crates and open some chests. When it's clean, drop into the canal and move into the next room.

Here you'll find the Yuan-ti. Choose a Gem for your Ancestral Weapon and hack away at them until you're free of their attentions. Sweep up the treasures along the edges of the room.



1

The snake men are still hostile.



A couple of small rooms populated with gargoyles and Yuan-ti are connected with a short hallway. Beyond that is a square room with a pool in the middle. From where you entered, there's a small room to your Hero's left and passages ahead and to the right. The pool is sending out bolts of magical energy that drain away your Mystical Will points. It's also full of

annoying monsters that won't let you alone. You might have to resign yourself to losing all your Mystical Will points, so execute any spells you need to immediately after you enter the room.

Sweep the area clear of creatures, then search the small room that was to your left and the passage that was directly ahead. Both have chests and Yuan-ti inside.

# The Portals: Shadow Keep

**TIP**  
Don't forget about the Gem of Death. Equip it to your Ancestral Weapon and you can recover Hit Points as you damage your enemies. It's an efficient way to stay healthy.



The pool and its *Mystical Will*-draining bolts make this area dangerous.

Move to the passage that was to your Hero's right when you entered the pool room. You'll escape the bolts and find a chest. Beyond that is another large room with many monsters to battle. Here you'll be reintroduced to the Yuan-ti King and several of his more powerful henchmen.

Take out the lesser Yuan-ti first, then face off against the king. A good stun spell or item can get things off to a good start. An Insect Plague will also keep him busy as you hack away. Whatever you choose, get rid of them all, then explore the room.



The king isn't as tough this time around. Dispatch him, then find the secret room containing the Soul Shard.

Along one of the walls is a hidden door leading to a **secret area**. Inside is a large pool with a **Soul Shard** in the middle. Pick it up and you'll have found the last of the twenty Soul Shards. Your Ancestral Weapon is now at its most powerful. Scour around for the rest of the hefty treasure that's inside. You can also take advantage of the Hit Point and *Mystical Will* Fountains.

Back in the large room, you'll find two halls that lead out of it. Both of them take you to the next piece of this castle, but go through the passage that's directly across from the hall you used to enter the King's room. Follow it and you'll soon come to the next level, the **West Grand Hall**.



Take the hall at the back of the large room to reach the next area.



# Shadow Keep: West Grand Hall

## Quests:

- Defeat Kaezin (cont.)

## Monster Encounters:

- Gargoyles
- Mind Flayers
- Rage Golems
- Bebilith

**Secret Areas: 0**

**Soul Shards: 0**

Once inside the West Grand Hall, save your game. Move forward into a room with a large pillar in the middle and make short work of the beasts you encounter. There's a small room off to one side with a chest and a hall leading away. Follow the new hall.

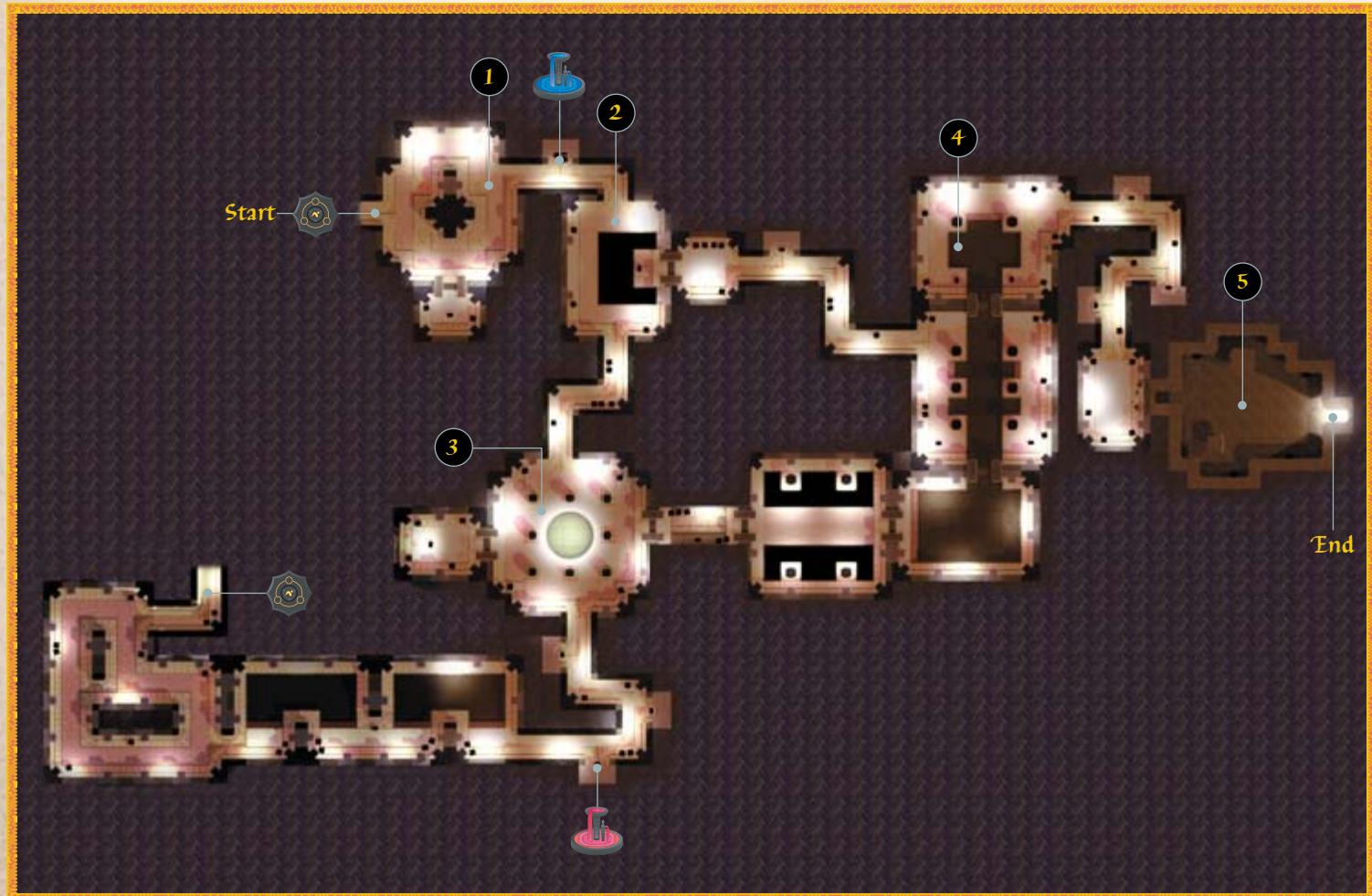


The start of the West Grand Hall.

You'll pass a Mystical Will Fountain and come to a room with a walkway around the edge and an inaccessible platform. A mind flayer is on the platform using its powers to fling crates at you while gargoyles hassle you on the walkway. You can use ranged attacks to deal with the flayer or smash the crates and move on.



You don't have to deal with the mind flayer yet.



# The Portals: Shadow Keep

Exit the walkway room and follow a hall to another area with a Mystical Will draining pool. Move counterclockwise around the pool, stop at the small room with a chest in it, then exit through the hall opposite the one through which you entered.



Another MW draining pool.

You arrive in a room with jets of flame shooting off intermittently. Time them and wind your way through the area until you reach an area with several monsters and crates scattered around. Slash through them all. The only way out leads back to the East Grand Hall. Backtrack to the room with the Mystical Will draining pool.

When you get there, move to your Hero's right and you come to another exit. It leads to a short hall full of loot, then out onto a bridge with a bevy of beasts on it, including a mind flayer and its rage golems.



You can't fall off the bridge.

A watery room containing foes is next. Past that is another canal with dry areas above it to which you can climb. Plus there's a mind flayer and its cronies to deal with. After dispatching them, sweep up all the goodies, then check out the long hallway in one corner of the room. It winds out to the platform that the mind flayer was on earlier. If you didn't get him before, get him now and open the chest on the platform.

When you're done, go back to the canal and out the unexplored opening in the back wall. A pair of mind flayers and their pet rage golems are in residence. Cut through them, then move down the next hall.



What's worse than a mind flayer and its rage golems? Two mind flayers and their rage golems.

Another mind flayer and company await in the room you come to. They usually attack when you're still in the narrower hall, so face them one at a time. When they're gone and the booty is claimed, prepare yourself with weapons and armor, then move through the hole in the wall to your Hero's left.

You'll find yourself in a bebilith lair. You can't progress any further without defeating this huge demon spider. It's surrounded by an ever-flowing stream of the poisonous red spiders you know from the Yuan-ti Wilds.



Creepy, isn't it?

The bebilith has some nasty attacks, but the most disturbing is the line of web it shoots out to reel you back to its waiting maw. It can also slow you down, cutting your attack speed in half. All the while, the little red spiders form around your feet.

Concentrate on the bebilith; when it goes down, the battle ends (though there may be some stray red spiders left, no more will generate). You may need to clear away the red spiders in the middle of the fight, but focus on the big prize.

Once she goes down, head up the stairs in the back of the lair to exit this level and move on to the next, **Shadow Spire I**.



When the bebilith lies flat, your job is done.

# Shadow Keep: Shadow Spire I

## Quests:

- Defeat Kaezin (cont.)

## Monster Encounters:

- Gargoyles
- Skeletons
- Osyluths
- Kaezin (Boss)

**Secret Areas: 0**

**Soul Shards: 0**

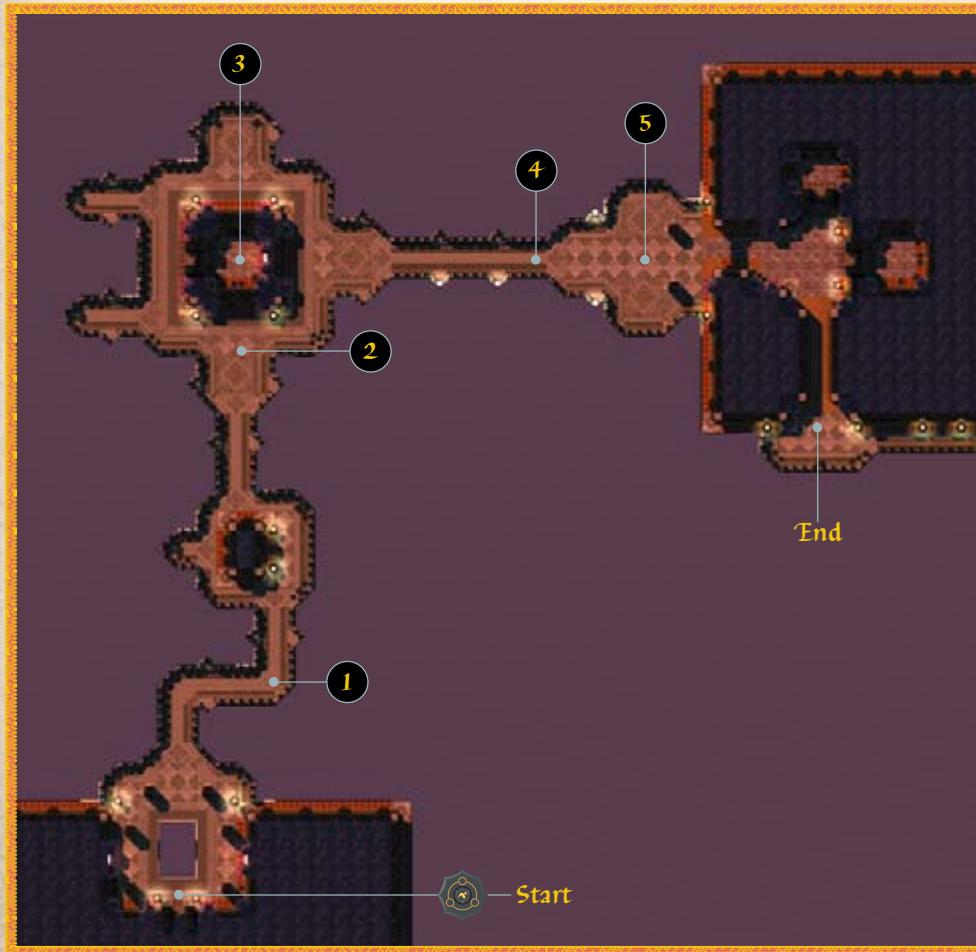
All right, you're in the end game now. Save at the Warp Point and move ahead. The area is straightforward for a while. The path is edged in parapets and a few nooks that gargoyles pop out of. You'll also see some of the flaming skeletons that toss fire balls your way. The Gem of Ice works well against them.



You'll come to a broader area with a structure in the middle. Sweep around it, collecting loot and destroying enemies. A bit further along the path, you'll face a green-glowing osyluth that calls up smaller osyluths to help it. Focus on the glowing monster. Try the Gem of Ice.



Old foes, new setting.



Freezing the undead is effective. Get past the osyluth and find this bounty in the center.

When the big osyluth is gone, circle the structure ahead clockwise. On the path, you'll find outcrops with chests on them and an entrance to the structure, which holds an enormous amount of gold. After you clear it out, keep moving clockwise; at the back you'll face another green-glowing osyluth and its cronies. Dispatch it the same way you did the other, then move on.

You'll find a path leading away, so take it. More fiery skeletons are along the way, but you know what to do. There's also another green-glowing osyluth that will do its best to bring down your health. Why? Because you're about to face Kaezin for the first time.

# The Portals: Shadow Keep

## Shadow Keep: Shadow Spire II



These guys will try to hurt you.  
Hurt them back.



Kaedin doesn't think you're worth killing  
with anything other than his sword.

You can get in close if you need to and slug it out with a few Healing potions. He cuts through Globe potions, so hang onto them. Swig a Berserk Brew and have at it.

Bring Kaedin's life bar down by about a quarter and he'll turn tail and run, muttering about you being stronger than he expected. Don't worry, you'll see him again.

### Kaedin's First Fight and Flight



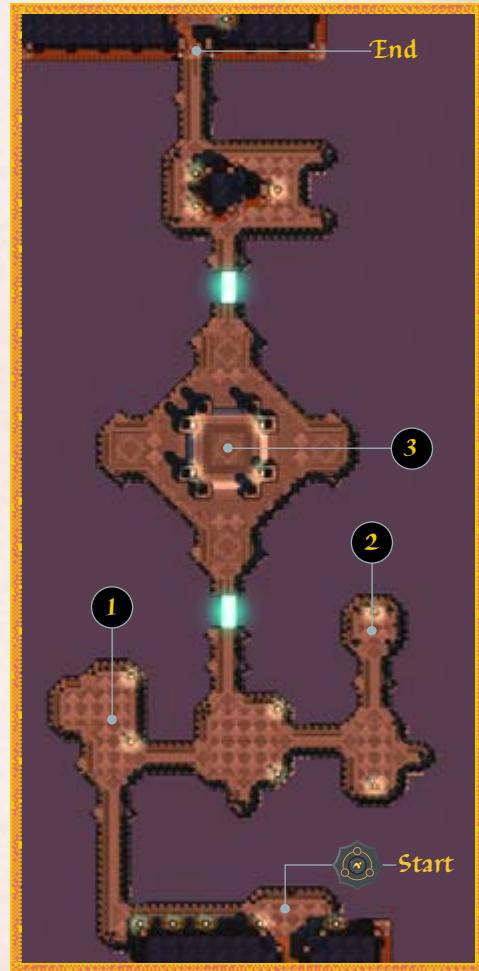
Kaedin still looks...evil. And now he's actively trying to kill you. He was a lot nicer when he was a shopkeeper.

Assuming that you're not much of a threat, he doesn't even deign to use magic against you. The Wizard will instead use his sword. And he doesn't tend to do horrendous damage with it.



With a flash of light, Kaedin departs.

When the big boy takes off, proceed forward and clear out the small rooms of the gold and items they contain. Take the long narrow hallway to the next section.



### Quests:

- **Defeat Kaedin (cont.)**

### Monster Encounters:

- Gargoyles
- Skeletons
- Osyluths
- Kaedin (Boss)

**Secret Areas: 0**  
**Soul Shards: 0**



Save your game at the Warp Point. Follow the narrow exterior walkway, picking up loot as you go, and fight off the burning skeleton at the corner. Keep moving along the path and you'll come to an open area with a glowing osyluth and its burning skeleton and gargoyle friends. Back off if things get hairy.



**This group is looking for trouble.**

The next open area, a short way further on, has much the same population and needs just the same treatment. When it's clear, head to the path that is across from the one you entered by, ignoring the one to your Hero's left. You'll find the same list of monsters on the next platform as well as a lot of chests. Just off this area is a smaller platform with more gold. Sweep it clean of monsters and money, then head back and take the path you ignored earlier.



**Many foes and a lot of gold.**

Push ahead past more gargoyles and you'll come to a larger open area with a raised platform. And who should be on that platform but Kaezin. He's looking to start round two.



**The evil Wizard won't use anything but his sword against you. This time, however, he has help from a few loyal gargoyles. Ignore them as nuisances and concentrate on the main man.**

He's gotten his health back from your last encounter, but he's not any braver than he was the last time. The same tactics will apply just fine to him for this second fight.

Take that health bar of his down by a quarter and he'll scarper.



**Two fights, two wins by decision.**

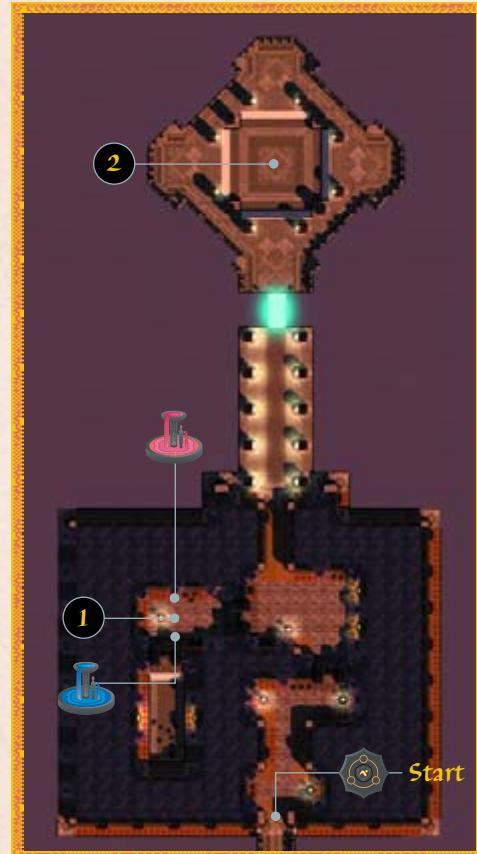
When Kaezin has fled a second time, push forward to the next large area. This one has some fiery skeletons and gargoyles lurking about. Take care of them and clean out the treasure, then find the bridge on the other side.

A glowing osyluth is guarding it. You've faced them so many times now there's a good chance you're going to pull through this fight. Smack it down and move on to the next section.



**It's almost routine at this point.**

## Shadow Keep: Shadow Spire III



# The Portals: Shadow Keep

## Quests:

- Defeat Kaedin (cont.)

## Monster Encounters:

- Gargoyles
- Skeletons
- Osyluths
- Kaedin (Boss)

## Secret Areas: 0

## Soul Shards: 0

Save your game at the Warp Point. A broad hallway leads past a few beasties and into a larger area with more of the fiendish foes. As you enter, there is a passage to your Hero's left, at the other end of the room, and another on the opposite wall, also at the other end of the room. Fight your way across and go through the one that was to your left.

You'll find a pair of fountains here, both Hit Point and Mystical Will, and a lot of treasure in the room just ahead. There are gargoyles to keep you amused, but with the healing fountains nearby there are no worries.



Two fountains are always a pleasant sight.

Go back and head through the passage that you skipped a moment ago. You'll come out on a wide bridge where a half dozen flaming skeletons and a glowing osyluth greet you. Don't just wade in; you can get surrounded and cut down. There are the fountains nearby if you need them. Work your way through the resistance and cross the light bridge to another platform.

And looks who's there. It's Kaedin, come back for more.

2



This time Kaedin isn't pulling his punches. He has power from all of the planes (just like you do) and the Gem icons under his health bar indicate which one he's using at the time.

If he's using the powers of the Gem of Nature, then he can poison you and is surrounded by an Insect Plague.

The Gem of Fire powers allow him to burn brightly and he can set off an inferno at his feet that will stretch out in a ring to burn you.



Gem of Fire Kaedin



Gem of Nature Kaedin

Kaedin



Gem of Ice Kaedin



Gem of Wind Kaedin



Gem of Death Kaedin

The Gem of Ice lets Kaedin throw bolts of cold and set off blasts that can harm you repeatedly. The Gem of Wind gives him the power of a forceful blast that will damage you and knock you halfway across the arena.

The Gem of Death bestows upon Kaedin a nasty energy bolt that homes in on you and a flock of bats that will suck away some of your health, then bring it back to the evil Wizard.



In any of his forms, Kaezin can hurl his sword at you. It will land, then explode, causing damage to anyone in the area.



**Don't forget about his sword.**

All in all, it's a tough package. However, you can't forget that you also wield all the power of the planes with your Planar Gems.

The task before you is to bring Kaezin's health bar to nothing six times. That's once for each Gem state, plus one for Kaezin. Kaezin can't regenerate his health (except with his Gem of Death bats); he can only swap from one Gem to another. So if you whittle him down while he's using the Gem of Fire and he shifts to a different Gem, it will look like he's got a new health bar. Don't worry, when he switches back to fire, his health will be right where you left it.



**You've got to take him down six times.**

You cannot harm Kaezin if you are using the same Gem that he is. If he's using Gem of Nature, you won't do any damage if you also have the Gem of Nature equipped. Try to switch to something that seems opposite. If he goes fire, you go ice. If he uses death, you use nature.

When you drain away his health in a Gem state, he can't go back to using that Gem. Eventually you'll break him down to nothing in all five, strip away his sixth and final health bar, and then....



**The end of Kaezin.**

## The Adventure Concludes



Having defeated the evil Wizard Kaezin (again) and survived tell about it, you have gained a place of honor among the citizens of Baele. They invite you to lead them, to rebuild the kingdom, and bring them to a new era, free of Kaezin's tyranny.



# APPENDIX

# Monster Tables

Here you'll find easily accessible information about all your favorite foes. The tables are broken up by area with a special table for the boss monsters.

Study the "Special Attacks and Notes" part of each table for weaknesses and immunities. Knowing the monster's ins and outs will help you plan your attacks.

Some monster types repeat in different levels, but pay attention to their hit point ratings. The skeletons you meet in Baele Crypts won't be as strong as the skeletons in the Bone Necropolis. The further you go in the game, the tougher these monsters become.

## Baele Crypts

### BAELE CRYPTS MONSTERS

Monster Name and/or class	Hit Points	Damage Range	Experience Points	Special Attacks and Notes
Hobgoblin	20	1 to 6	75	Basic Melee
Archer Hobgoblin	30	1 to 6	75	Arrow Shot
Hobgoblin Shaman (fire)	35	1 to 12	100	Fireball
Hobgoblin (shield)	30	1 to 8	90	Block
Archer Hobgoblin (poison)	40	1 to 12	90	Poison Arrow
Hobgoblin Shaman (ice)	40	1 to 10	125	Frost Blast
Hobgoblin Shaman (magic missile)	45	1 to 6	175	Magic Missile
Skeleton	16	2 to 6	62	Basic Melee; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Giant Spider	15	1 to 5	50	Basic Melee
Huge Spider	250	4 to 12	125	Basic Melee

## Swamp

### SWAMP MONSTERS

Monster Name and/or class	Hit Points	Damage Range	Experience Points	Special Attacks and Notes
Hobgoblin	35	1 to 6	75	Basic Melee
Hobgoblin Shaman (fire)	50	1 to 12	100	Fireball
Hobgoblin (shield)	40	1 to 8	90	Block
Archer Hobgoblin (poison)	40	1 to 12	90	Poison Arrow
Hobgoblin Shaman (ice)	50	1 to 10	175	Frost Blast
Hobgoblin Shaman (magic missile)	50	1 to 6	175	Magic Missile
Troll	65	3 to 12	150	Throw Rocks; Extra Damage from Fire & Acid; Instant Kill with Fire & Acid when on "Last Legs" (when crouched on ground)

# Appendix: Monster Tables

## Castle Baele



The "Castle Baele" location includes all areas of Castle Baele, such as the Treasury, Great Hall, Dungeon, and so on, just as the "Metalworks" table includes monsters from all the areas of that level.

### CASTLE BAELE MONSTERS

Monster Name and/or class	Hit Points	Damage Range	Experience Points	Special Attacks and Notes
Troll	65	3 to 12	150	Throw Rocks; Extra Damage from Fire & Acid; Instant Kill with Fire & Acid when on "Last Legs"
Troll (armored)	75-80	3 to 21	200	Throw Rocks, Bull Rush; Extra Damage from Fire & Acid; Instant Kill with Fire & Acid when on "Last Legs"
Male Drow	70	6 to 18	100	Backstab
Male Drow (haste)	70	6 to 18	100	Backstab, Potion of Haste
Male Drow (shield)	80	6 to 20	150	Block
Archer Female Drow	65	2 to 10	150	Arrow Shot
Archer Female Drow (multishot)	75	2 to 10	200	Rapid Fire Arrow Shot
Spell Caster Female Drow	75	4 to 22	200	Invisibility, Chaos Blast
Spell Caster Female Drow (circle spell caster)	80	4 to 22	200	Invisibility, Chaos Blast, Circle of Doom
Spell Caster Female Drow (circle spell caster/Globe Potion)	85	4 to 22	200	Invisibility, Chaos Blast, Circle of Doom, Globe Potion
Mind Flayer	250	11 to 22 (to 65 MW drain)	300	Extract, Hold, Monster Summoning, Plane Shift, Mind Rays, Telekinesis, Magic Block; Immune to Fear, Stun, Sleep
Mind Flayer	310-370	11 to 30 (to 65 MW drain)	350	Extract, Hold, Monster Summoning, Plane Shift, Mind Rays, Telekinesis, Magic Block, Push, Mirror Image, Mind Blast; Immune to Fear, Stun, Sleep
Destrachan	125	8 to 20	200	Harmonic Cone, Harmonic Blast
Giant Web Spider	95	4 to 12	62	Web
Web Spider	40	2 to 8	55	Web
Skeleton	36-40	2 to 6	62	Basic Melee; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Archer Skeleton	20-40	2 to 6	63	Arrow Shot; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water

## Yuan-ti Wilds

### YUAN-TI WILDS MONSTERS

Monster Name and/or class	Hit Points	Damage Range	Experience Points	Special Attacks and Notes
Yuan-ti	85	9 to 20	150	Basic Melee; Immune to Poison
Yuan-ti (insect plague)	85	9 to 20	150	Insect Plague Potion; Immune to Poison
Yuan-ti (shield)	100	5 to 30	300	Venom Spray, Poison Bite, Block; Immune to Poison
Archer Yuan-ti	80	10 to 20	200	Poison Arrow; Immune to Poison
Archer Yuan-ti (3-split shot)	90	10 to 22	200	3-Split Arrow Shot; Immune to Poison
Yuan-ti Cleric (poison cloud)	90	12 to 30	250	Heal, Poison Cloud; Immune to Poison
Yuan-ti Cleric (sticks-to-snakes)	105	6 to 30	350	Sticks to Snakes, Psionic Rays; Immune to Poison
Yuan-ti King (coral snake)	800	12 to 26	700	Poison Wall, Psionic Rays, Venom Spray, Venom Falchion, Block; Immune to Poison, Sleep, Stun, Freeze, Fear, Slow, Hold
Poison Spider	75	8 to 20	100	Poison Bite, Spider Jump; Immune to Poison
Gigantic Poison Spider	400	4 to 24	300	Poison Bite, Poison Spray; Immune to Poison

# Dungeons & Dragons Heroes™

## Prima's Official Strategy Guide

### Metalworks

#### METALWORKS MONSTERS

Monster Name and/or class	Hit Points	Damage Range	Experience Points	Special Attacks and Notes
Fire Giant	325	11 to 40	300	Fire Glyph; Immune to Fire
Fire Giant Chieftain	1,000	8 to 22	700	Fire Glyph, Fire Storm, Great Swords of the Dragon; Immune to Fire, Sleep, Stun, Fear, Slow, Hold
Clockwork Worker (shovel)	150	12 to 25	138	Shovel Attack; Resistant to Fire; Immune to Sleep, Stun, Fear, Poison, Hold, Vampire; Harmless until disturbed
Clockwork Worker (buzz-saw)	175	12 to 25	138	Buzz-Saw Attack; Resistant to Fire; Immune to Sleep, Stun, Fear, Poison, Hold, Vampire; Harmless until disturbed
Clockwork Soldier	150	18 to 34	250	Furnace Blast; Resistant to Fire; Immune to Sleep, Stun, Fear, Poison, Hold, Vampire
Magma Golem	200	10 to 30	400	Fire Breath, Magma Punch, Throw Magma; Immune to Fire, Sleep, Stun, Fear, Poison, Knockback, Hold, Vampire
Iron Golem	700	8 to 60	400	Earthquake, Poison Cloud; Immune to Sleep, Stun, Fear, Poison, Knockback, Hold, Vampire

### Frostbound

#### FROSTBOUND MONSTERS

Monster Name and/or class	Hit Points	Damage Range	Experience Points	Special Attacks and Notes
Ice Barbarian	175	20 to 40	250	Block; Immune to Freeze
Ice Barbarian (throwing)	185	20 to 40	265	Block, Throw Shuriken; Immune to Freeze
Ice Barbarian (fiery oil)	200	20 to 40	275	Block, Fiery Oil Potion; Immune to Freeze
Ice Barbarian (frenzy)	225	20 to 40	285	Block, Frenzy Potion; Immune to Freeze
Frost Giant	400	8 to 55	400	Blizzard Strike; Immune to Ice, Freeze
Ice Golem	700	15 to 65	350	Cloud of Frost, Ice Shards; Immune to Ice, Freeze, Sleep, Stun, Fear, Poison, Knockback, Hold, Vampire
Frost Worm Larvae (helping boss)	30	8 to 60	400	Shatter on Death

### Bone Necropolis

#### BONE NECROPOLIS MONSTERS

Monster Name and/or class	Hit Points	Damage Range	Experience Points	Special Attacks and Notes
Skeleton	165	14 to 38	200	Basic Melee; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Archer Skeleton	155	10 to 38	250	Arrow Shot; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Skeleton (shields)	165	14 to 38	250	Block; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Skeleton (on fire)	215	14 to 40	300	Fireball; Immune to Fire; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Archer Skeleton (5-split shot)	185	11 to 38	300	5-Split Arrow Shot; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Archer Skeleton (vampire arrow)	300	14 to 50	350	Vampire Arrow Shot; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Osyloth	280	24 to 50 (to 200 MW drain)	500	Summon Undead, Fear Aura, Poison Tail Spike; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Bone Naga	400	32 to 70	500	Poison Breath, Poison Bite, Poison Tail Spike, Psionic Beam; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Blood Golem	440	40 to 120	600	Blood Drain, Teleport, Chest Burst, Diving Attack; Immune to Sleep, Stun, Fear, Poison, Knockback, Hold, Vampire

# Appendix: Monster Tables

## Shadow Keep

### SHADOW KEEP MONSTERS

Monster Name and/or class	Hit Points	Damage Range	Experience Points	Special Attacks and Notes
Spell Caster Female Drow (globe)	275	25 to 50	250	Invisibility, Chaos Blast, Circle of Doom, Globe Potion
Drow Male (haste)	300	40 to 65	200	Backstab, Potion of Haste
Drow Male (shield)	325	40 to 65	200	Block
Clockwork Soldier	450	20 to 60	300	Furnace Blast; Resistant to Fire; Immune to Sleep, Stun, Fear, Poison, Hold, Vampire
Yuan-ti (insect plague)	300	40 to 65	300	Insect Plague Potion; Immune to Poison
Yuan-ti (shield)	350	25 to 65	325	Venom Spray, Poison Bite, Block; Immune to Poison
Archer Yuan-ti (3-split shot)	325	30 to 60	300	3-Split Arrow Shot; Immune to Poison
Yuan-ti Cleric (sticks-to-snakes)	300	40 to 65	450	Sticks to Snakes, Psionic Rays; Immune to Poison
Yuan-ti King (coral snake)	800	12 to 26	700	Poison Wall, Psionic Rays, Venom Spray, Venom Falchion, Block; Immune to Poison, Sleep, Stun, Freeze, Fear, Slow, Hold
Mind Flayer (spawns rage golem)	650	22 to 50	400	Extract, Hold, Golem Creation, Plane Shift, Mind Rays, Telekinesis, Magic Block, Push, Mirror Image, Mind Blast; Immune to Fear, Stun, Sleep
Osvluth (spawns other osvluths)	500	15 to 60	600	Summon Undead, Fear Aura, Poison Tail Spike; Gains HP from Vampiric attacks; Immune to Sleep, Stun, Fear, Poison, Hold; Vulnerable to Turn Undead, Holy Water
Gargoyle	300	40 to 60	400	Diving Gore; Resistant to Knockback; Immune to Vampire
Rage Golem	450	25 to 60	750	Rage Whip; Immune to Sleep, Stun, Fear, Poison, Hold, Vampire

## Bosses

### BOSSES

Monster Name and/or class	Hit Points	Damage Range	Experience Points	Special Attacks and Notes
Bulette	1,500	8 to 25	2,500	Charge, Stomp, Tail Swat
Beholder	2,300	5 to 30	3,000	Eye Blasts (Poison, Ice, Vampire, Light), Eye Beam, Eye Frenzy, Damage Reflect
Yrthak	2,000	18 to 80	3,500	Fly, Drop Boulder, Swat, Sonic Cone, Sonic Blast
Red Dragon	3,800	20 to 60	4,000	Fly, Fiery Mortars, Fire Breath, Fire Strips, Fireballs
Frost Worm	3,000	20 to 50	4,500	Tunnel, Frost Breath, Icy Blast, Radiate Cold, Summon Larva
Lich	4,760	20 to 105	5,000	Summon Undead, Globe of Invulnerability, Poison Raze, Slow, Ethereal Sword Attack, Ethereal Sword Ring
(sub) Bebilith	3,000	40 to 70	5,500	Web Line, Melee Frenzy
Kaedin	4,000	10 to 75	10,000	Wind State, Nature State, Fire State, Ice State, Death State

# Item Tables

## Body Armor

ITEM NAME	DESCRIPTION	PRICE	AC	FIRE	POISON/ACID	FREEZE/WATER
Cloth Outfit	Basic cloth burial outfit	Default	0	-	-	-
Leather Armor	Basic leather body armor	500	10	-	-	-
Leather Armor + 1	Basic leather body armor, + 1 AC	1,500	11	-	-	-
Leather Armor + 2	Reinforced leather body armor, + 2 AC	2,500	12	-	-	-
Leather of Vipers	Treated leather body armor, + 2 AC, Poison resistance	3,000	12	-	10%	-
Leather of Dragons	Treated leather body armor, + 2 AC, Fire resistance	3,750	12	10%	-	-
Leather of Ogres	Reinforced leather body armor, + 2 AC, + 1 STR	4,500	12	-	-	-
Leather of Vitality	Reinforced leather body armor, + 2 AC, + 1 DEX, + 1 CON	6,500	12	-	-	-
Leather of Insight	Reinforced leather body armor, + 2 AC, + 1 INT, + 1 WIS	6,500	12	-	-	-
Leather Armor + 3	Reinforced leather body armor, + 3 AC	3,500	13	-	-	-
Leather Armor + 4	Reinforced leather body armor, + 4 AC	4,500	14	-	-	-
Leather Armor + 5	Reinforced leather body armor, + 5 AC	5,500	15	-	-	-
Grand Leather of Ogres	Reinforced leather body armor, + 2 AC, + 2 STR	6,500	12	-	-	-
Exquisite Leather of Ogres	Reinforced leather body armor, + 5 AC, + 3 STR	11,500	15	-	-	-
Scale Mail	Basic scale mail body armor	5,000	15	-	-	-
Scale Mail + 1	Basic scale mail body armor, + 1 AC	6,000	16	-	-	-
Scale Mail + 2	Reinforced scale mail body armor, + 2 AC	7,000	17	-	-	-
Scale of Vipers	Reinforced scale mail body armor, + 2 AC, Poison resistance	8,250	17	-	20%	-
Scale of Dragons	Reinforced scale mail body armor, + 2 AC, Fire resistance	10,125	17	20%	-	-
Scale of Ogres	Reinforced scale mail body armor, + 2 AC, + 1 STR	9,500	17	-	-	-
Scale of Vitality	Reinforced scale mail body armor, + 2 AC, + 1 DEX, + 1 CON	12,000	17	-	-	-
Scale of Insight	Reinforced scale mail body armor, + 2 AC, + 1 INT, + 1 WIS	12,000	17	-	-	-
Scale Mail + 3	Reinforced scale mail body armor, + 3 AC	8,000	18	-	-	-
Scale Mail + 4	Reinforced scale mail body armor, + 4 AC	9,000	19	-	-	-
Scale Mail + 5	Reinforced scale mail body armor, + 5 AC	10,000	20	-	-	-
Grand Scale of Ogres	Reinforced scale mail body armor, + 2 AC, + 2 STR	12,000	17	-	-	-
Scale of Grand Vitality	Reinforced scale mail body armor, + 2 AC, + 2 DEX, + 2 CON	17,000	17	-	-	-
Scale of Grand Insight	Reinforced scale mail body armor, + 2 AC, + 2 INT, + 2 WIS	17,000	17	-	-	-
Exquisite Scale of Ogres	Reinforced scale mail body armor, + 5 AC, + 3 STR	17,500	20	-	-	-
Exquisite Scale of Vitality	Reinforced scale mail body armor, + 5 AC, + 3 DEX, + 3 CON	25,000	20	-	-	-
Exquisite Scale of Insight	Reinforced scale mail body armor, + 5 AC, + 3 INT, + 3 WIS	25,000	20	-	-	-
Chain Mail	Basic chain mail body armor	10,000	20	-	-	-
Chain Mail + 1	Basic chain mail body armor, + 1 AC	13,000	21	-	-	-
Chain Mail + 2	Reinforced chain mail body armor, + 2 AC	16,000	22	-	-	-
Chain of Vipers	Reinforced chain mail body armor, + 2 AC, Poison resistance	18,500	22	-	30%	-
Chain of Dragons	Reinforced chain mail body armor, + 2 AC, Fire resistance	22,250	22	30%	-	-
Chain of Frost	Reinforced chain mail body armor, + 2 AC, Ice resistance	22,250	22	-	-	30%
Elemental Chain	Reinforced chain mail body armor, + 2 AC, Fire and ice resistance	26,000	22	20%	-	20%
Chain of Ogres	Reinforced chain mail body armor, + 2 AC, + 1 STR	18,500	22	-	-	-
Chain of Vitality	Reinforced chain mail body armor, + 2 AC, + 1 DEX, + 1 CON	21,000	22	-	-	-
Chain of Insight	Reinforced chain mail body armor, + 2 AC, + 1 INT, + 1 WIS	21,000	22	-	-	-
Chain of Haste	Reinforced chain mail body armor, + 2 AC, + Movement Speed	20,000	22	-	-	-
Chain Mail + 3	Reinforced chain mail body armor, + 3 AC	19,000	23	-	-	-
Chain Mail + 4	Reinforced chain mail body armor, + 4 AC	22,000	24	-	-	-
Chain Mail + 5	Reinforced chain mail body armor, + 5 AC	25,000	25	-	-	-
Grand Chain of Ogres	Reinforced chain mail body armor, + 2 AC, + 2 STR	21,000	22	-	-	-
Exquisite Chain of Ogres	Reinforced chain mail body armor, + 5 AC, + 3 STR	32,500	25	-	-	-
Chain of Grand Vitality	Reinforced chain mail body armor, + 2 AC, + 2 DEX, + 2 CON	26,000	22	-	-	-
Chain of Grand Insight	Reinforced chain mail body armor, + 2 AC, + 2 INT, + 2 WIS	26,000	22	-	-	-
Exquisite Chain of Vitality	Reinforced chain mail body armor, + 5 AC, + 3 DEX, + 3 CON	40,000	25	-	-	-
Exquisite Chain of Insight	Reinforced chain mail body armor, + 5 AC, + 3 INT, + 3 WIS	40,000	25	-	-	-
Splint Mail	Basic splint mail body armor	25,000	25	-	-	-
Splint Mail + 1	Basic splint mail body armor, + 1 AC	30,000	26	-	-	-
Splint Mail + 2	Reinforced splint mail body armor, + 2 AC	35,000	27	-	-	-
Elemental Splint	Reinforced splint mail body armor, + 2 AC, Fire and ice resistance	50,000	27	35%	-	35%
Splint of Ogres	Reinforced splint mail body armor, + 2 AC, + 1 STR	37,500	27	-	-	-

# Appendix: Item Tables

Here you'll find detailed information on all the items available in *D&D Heroes*. There is no guarantee that you'll see all these items in a single playthrough—in fact, we can pretty much guarantee you definitely won't! Some show up only for certain Hero classes (such as the Ancestral Weapons).

The tables show the various attributes of the items, everything from resistances to bonuses they may grant you. Refer to these tables to compare the various weapons, armor, and items you encounter throughout the game.



The prices listed are the basic prices set for the item, but other factors (like charisma) will affect what their prices will be in the shops. The price in the shops shouldn't differ that much from the base price—it would just get lower as the player's charisma increases.

STR	DEX	CON	INT	WIS	HP REGENERATION	MW REGENERATION	MOVE SPEED	ATTACK SPEED	DAMAGE	REFLECT	ITEM NAME
-	-	-	-	-	-	-	-	-	-	-	Cloth Outfit
-	-	-	-	-	-	-	-	-	-	-	Leather Armor
-	-	-	-	-	-	-	-	-	-	-	Leather Armor + 1
-	-	-	-	-	-	-	-	-	-	-	Leather Armor + 2
-	-	-	-	-	-	-	-	-	-	-	Leather of Vipers
-	-	-	-	-	-	-	-	-	-	-	Leather of Dragons
1	-	-	-	-	-	-	-	-	-	-	Leather of Ogres
-	1	1	-	-	-	-	-	-	-	-	Leather of Vitality
-	-	-	1	1	-	-	-	-	-	-	Leather of Insight
-	-	-	-	-	-	-	-	-	-	-	Leather Armor + 3
-	-	-	-	-	-	-	-	-	-	-	Leather Armor + 4
-	-	-	-	-	-	-	-	-	-	-	Leather Armor + 5
2	-	-	-	-	-	-	-	-	-	-	Grand Leather of Ogres
3	-	-	-	-	-	-	-	-	-	-	Exquisite Leather of Ogres
-	-	-	-	-	-	-	-	-	-	-	Scale Mail
-	-	-	-	-	-	-	-	-	-	-	Scale Mail + 1
-	-	-	-	-	-	-	-	-	-	-	Scale Mail + 2
-	-	-	-	-	-	-	-	-	-	-	Scale of Vipers
-	-	-	-	-	-	-	-	-	-	-	Scale of Dragons
1	-	-	-	-	-	-	-	-	-	-	Scale of Ogres
-	1	1	-	-	-	-	-	-	-	-	Scale of Vitality
-	-	-	1	1	-	-	-	-	-	-	Scale of Insight
-	-	-	-	-	-	-	-	-	-	-	Scale Mail + 3
-	-	-	-	-	-	-	-	-	-	-	Scale Mail + 4
-	-	-	-	-	-	-	-	-	-	-	Scale Mail + 5
2	-	-	-	-	-	-	-	-	-	-	Grand Scale of Ogres
-	2	2	-	-	-	-	-	-	-	-	Scale of Grand Vitality
-	-	-	-	-	-	-	-	-	-	-	Scale of Grand Insight
3	-	-	-	-	-	-	-	-	-	-	Exquisite Scale of Ogres
-	3	3	-	-	-	-	-	-	-	-	Exquisite Scale of Vitality
-	-	-	-	-	-	-	-	-	-	-	Exquisite Scale of Insight
-	-	-	-	-	-	-	-	-	-	-	Chain Mail
-	-	-	-	-	-	-	-	-	-	-	Chain Mail + 1
-	-	-	-	-	-	-	-	-	-	-	Chain Mail + 2
-	-	-	-	-	-	-	-	-	-	-	Chain of Vipers
-	-	-	-	-	-	-	-	-	-	-	Chain of Dragons
-	-	-	-	-	-	-	-	-	-	-	Chain of Frost
-	-	-	-	-	-	-	-	-	-	-	Elemental Chain
1	-	-	-	-	-	-	-	-	-	-	Chain of Ogres
-	1	1	-	-	-	-	-	-	-	-	Chain of Vitality
-	-	-	1	1	-	-	-	-	-	-	Chain of Insight
-	-	-	-	-	-	-	-	-	-	-	Chain of Haste
-	-	-	-	-	-	-	-	-	-	-	Chain Mail + 3
-	-	-	-	-	-	-	-	-	-	-	Chain Mail + 4
-	-	-	-	-	-	-	-	-	-	-	Chain Mail + 5
2	-	-	-	-	-	-	-	-	-	-	Grand Chain of Ogres
3	-	-	-	-	-	-	-	-	-	-	Exquisite Chain of Ogres
-	2	2	-	-	-	-	-	-	-	-	Chain of Grand Vitality
-	-	-	-	-	-	-	-	-	-	-	Chain of Grand Insight
-	3	3	-	-	-	-	-	-	-	-	Exquisite Chain of Vitality
-	-	-	-	-	-	-	-	-	-	-	Exquisite Chain of Insight
-	-	-	-	-	-	-	-	-	-	-	Splint Mail
-	-	-	-	-	-	-	-	-	-	-	Splint Mail + 1
-	-	-	-	-	-	-	-	-	-	-	Splint Mail + 2
-	-	-	-	-	-	-	-	-	-	-	Elemental Splint
1	-	-	-	-	-	-	-	-	-	-	Splint of Ogres

Splint of Vitality	Reinforced splint mail body armor, + 2 AC, + 1 DEX, + 1 CON	40,000	27	-	-	-	-
Splint of Insight	Reinforced splint mail body armor, + 2 AC, + 1 INT, + 1 WIS	40,000	27	-	-	-	-
Splint of Focus	Reinforced splint mail body armor, + 2 AC, + Attack Speed	40,625	27	-	-	-	-
Splint of Haste	Reinforced splint mail body armor, + 2 AC, + Movement Speed	41,000	27	-	-	-	-
Splint Mail + 3	Reinforced splint mail body armor, + 3 AC	40,000	28	-	-	-	-
Splint Mail + 4	Reinforced splint mail body armor, + 4 AC	45,000	29	-	-	-	-
Splint Mail + 5	Reinforced splint mail body armor, + 5 AC	50,000	30	-	-	-	-
Grand Splint of Ogres	Reinforced splint mail body armor, + 2 AC, + 2 STR	40,000	27	-	-	-	-
Exquisite Splint of Ogres	Reinforced splint mail body armor, + 5 AC, + 3 STR	57,500	30	-	-	-	-
Splint of Grand Vitality	Reinforced splint mail body armor, + 2 AC, + 2 DEX, + 2 CON	45,000	27	-	-	-	-
Splint of Grand Insight	Reinforced splint mail body armor, + 2 AC, + 2 INT, + 2 WIS	45,000	27	-	-	-	-
Exquisite Splint of Vitality	Reinforced splint mail body armor, + 5 AC, + 3 DEX, + 3 CON	65,000	30	-	-	-	-
Exquisite Splint of Insight	Reinforced splint mail body armor, + 5 AC, + 3 INT, + 3 WIS	65,000	30	-	-	-	-
Splint of Reflection	Reinforced splint mail body armor, + 2 AC, Reflects a % of damage done to Hero back to enemy	45,500	27	-	-	-	-
Splint of Perfection	Reinforced splint mail body armor, + 2 AC, + Movement Speed, + HP/MW Regeneration	54,500	27	-	-	-	-
Full Plate	Basic full plate body armor	50,000	30	-	-	-	-
Mithral Full Plate	Basic full plate body armor, + 1 AC, Lightweight	60,000	31	-	-	-	-
Full Plate + 1	Basic full plate body armor, + 1 AC	57,000	31	-	-	-	-
Full Plate + 2	Reinforced full plate body armor, + 2 AC	64,000	32	-	-	-	-
Elemental Full Plate	Reinforced full plate body armor, + 2 AC, Fire and ice resistance	84,000	32	50%	-	-	50%
Elemental Mithral Full Plate	Reinforced full plate body armor, + 2 AC, Lightweight, Fire and ice resistance	87,000	32	50%	-	-	50%
Full Plate of Ogres	Reinforced full plate body armor, + 2 AC, + 1 STR	66,500	32	-	-	-	-
Full Plate of Vitality	Reinforced full plate body armor, + 2 AC, + 1 DEX, + 1 CON	69,000	32	-	-	-	-
Full Plate of Insight	Reinforced full plate body armor, + 2 AC, + 1 INT, + 1 WIS	69,000	32	-	-	-	-
Mithral Full Plate of Focus	Reinforced full plate body armor, + 2 AC, Lightweight, + Attack Speed	74,500	32	-	-	-	-
Full Plate + 3	Reinforced full plate body armor, + 3 AC	71,000	33	-	-	-	-
Full Plate + 4	Reinforced full plate body armor, + 4 AC	78,000	34	-	-	-	-
Full Plate + 5	Reinforced full plate body armor, + 5 AC	85,000	35	-	-	-	-
Grand Full Plate of Ogres	Reinforced full plate body armor, + 2 AC, + 2 STR	69,000	32	-	-	-	-
Exquisite Full Plate of Ogres	Reinforced full plate body armor, + 5 AC, + 3 STR	92,500	35	-	-	-	-
Full Plate of Grand Vitality	Reinforced full plate body armor, + 2 AC, + 2 DEX, + 2 CON	74,000	32	-	-	-	-
Full Plate of Grand Insight	Reinforced full plate body armor, + 2 AC, + 2 INT, + 2 WIS	74,000	32	-	-	-	-
Exquisite Full Plate of Vitality	Reinforced full plate body armor, + 5 AC, + 3 DEX, + 3 CON	100,000	35	-	-	-	-
Exquisite Full Plate of Insight	Reinforced full plate body armor, + 5 AC, + 3 INT, + 3 WIS	100,000	35	-	-	-	-
Full Plate of Reflection	Reinforced full plate body armor, + 2 AC, Reflects a % of damage done to Hero back to enemy	78,000	32	-	-	-	-
Mithral Full Plate of Perfection	Reinforced full plate body armor, + 2 AC, lightweight, + Movement Speed, + HP/MW Regeneration	93,000	32	-	-	-	-

## Helmet

ITEM NAME	DESCRIPTION	PRICE	AC	FIRE	POISON/ACID	FROZEN/WATER
Leather Helm	Basic leather helm	300	3	-	-	-
Leather Helm + 1	Basic leather helm, + 1 AC	1,125	4	-	-	-
Leather Helm + 2	Reinforced leather helm, + 2 AC	1,625	5	-	-	-
Leather Helm of Vipers	Treated leather helm, + 2 AC, Poison resistance	1,688	5	-	4%	-
Leather Helm of Dragons	Treated leather helm, + 2 AC, Fire resistance	1,781	5	4%	-	-
Leather Helm of Ogres	Reinforced leather helm, + 2 AC, + 1 STR	2,625	5	-	-	-
Leather Helm of Vitality	Reinforced leather helm, + 2 AC, + 1 DEX, + 1 CON	3,625	5	-	-	-
Leather Helm of Insight	Reinforced leather helm, + 2 AC, + 1 INT, + 1 WIS	3,625	5	-	-	-
Leather Helm + 3	Reinforced leather helm, + 3 AC	2,125	6	-	-	-
Leather Helm + 4	Reinforced leather helm, + 4 AC	2,625	7	-	-	-
Leather Helm + 5	Reinforced leather helm, + 5 AC	3,125	8	-	-	-
Grand Leather Helm of Ogres	Reinforced leather helm, + 2 AC, + 2 STR	3,625	5	-	-	-
Scale Helm	Basic scale helm	2,250	6	-	-	-
Scale Helm + 1	Basic scale helm, + 1 AC	2,750	7	-	-	-
Scale Helm + 2	Reinforced scale helm, + 2 AC	3,250	8	-	-	-
Scale Helm of Vipers	Reinforced scale helm, + 2 AC, Poison resistance	3,375	8	-	7%	-
Scale Helm of Dragons	Reinforced scale helm, + 2 AC, Fire resistance	3,563	8	7%	-	-
Scale Helm of Ogres	Reinforced scale helm, + 2 AC, + 1 STR	4,250	8	-	-	-
Scale Helm of Vitality	Reinforced scale helm, + 2 AC, + 1 DEX, + 1 CON	5,250	8	-	-	-
Scale Helm of Insight	Reinforced scale helm, + 2 AC, + 1 INT, + 1 WIS	5,250	8	-	-	-
Scale Helm + 3	Reinforced scale helm, + 3 AC	3,750	9	-	-	-
Scale Helm + 4	Reinforced scale helm, + 4 AC	4,250	10	-	-	-
Scale Helm + 5	Reinforced scale helm, + 5 AC	4,750	11	-	-	-
Grand Scale Helm of Ogres	Reinforced scale helm, + 2 AC, + 2 STR	5,250	8	-	-	-
Scale Helm of Grand Vitality	Reinforced scale helm, + 2 AC, + 2 DEX, + 2 CON	7,250	8	-	-	-

# Appendix: Item Tables

Strength											
Dexterity											
Constitution											
STR	DEX	CON	INT	WIS	HP REGENERATION	MW REGENERATION	MOVE SPEED	ATTACK SPEED	DAMAGE	REFLECT	ITEM NAME
-	-	-	-	-	-	-	-	-	-	-	Leather Helm
-	-	-	-	-	-	-	-	-	-	-	Leather Helm +1
-	-	-	-	-	-	-	-	-	-	-	Leather Helm +2
-	-	-	-	-	-	-	-	-	-	-	Leather Helm of Vipers
-	-	-	-	-	-	-	-	-	-	-	Leather Helm of Dragons
-	-	-	-	-	-	-	-	-	-	-	Leather Helm of Ogres
-	-	-	-	-	-	-	-	-	-	-	Leather Helm of Vitality
-	-	-	-	-	-	-	-	-	-	-	Leather Helm of Insight
-	-	-	-	-	-	-	-	-	-	-	Leather Helm +3
-	-	-	-	-	-	-	-	-	-	-	Leather Helm +4
-	-	-	-	-	-	-	-	-	-	-	Leather Helm +5
1	-	1	1	1	1	1	10%	5%	-	-	Grand Leather Helm of Ogres
2	-	-	-	-	-	-	-	-	-	-	Scale Helm
3	-	-	-	-	-	-	-	-	-	-	Scale Helm +1
-	-	-	-	-	-	-	-	-	-	-	Scale Helm +2
-	-	-	-	-	-	-	-	-	-	-	Scale Helm of Vipers
-	-	-	-	-	-	-	-	-	-	-	Scale Helm of Dragons
-	-	-	-	-	-	-	-	-	-	-	Scale Helm of Ogres
-	-	-	-	-	-	-	-	-	-	-	Scale Helm of Vitality
-	-	-	-	-	-	-	-	-	-	-	Scale Helm of Insight
-	-	-	-	-	-	-	-	-	-	-	Scale Helm +3
-	-	-	-	-	-	-	-	-	-	-	Scale Helm +4
-	-	-	-	-	-	-	-	-	-	-	Scale Helm +5
2	-	-	-	-	-	-	-	-	-	-	Grand Scale Helm of Ogres
-	2	2	-	-	-	-	-	-	-	-	Scale Helm of Grand Vitality
-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate of Perfection
-	-	-	-	-	-	-	-	-	-	-	Full Plate
-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate
-	-	-	-	-	-	-	-	-	-	-	Full Plate +1
-	-	-	-	-	-	-	-	-	-	-	Full Plate +2
-	-	-	-	-	-	-	-	-	-	-	Elemental Full Plate
-	-	-	-	-	-	-	-	-	-	-	Elemental Mithral Full Plate
-	-	-	-	-	-	-	-	-	-	-	Full Plate of Ogres
-	-	-	-	-	-	-	-	-	-	-	Full Plate of Vitality
-	-	-	-	-	-	-	-	-	-	-	Full Plate of Insight
-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate of Focus
1	-	1	1	1	1	1	10%	5%	-	-	Full Plate +3
2	-	-	-	-	-	-	-	-	-	-	Full Plate +4
3	-	-	-	-	-	-	-	-	-	-	Full Plate +5
-	-	-	-	-	-	-	-	-	-	-	Grand Full Plate of Ogres
-	-	-	-	-	-	-	-	-	-	-	Exquisite Full Plate of Ogres
-	-	-	-	-	-	-	-	-	-	-	Full Plate of Grand Vitality
-	-	-	-	-	-	-	-	-	-	-	Full Plate of Grand Insight
-	-	-	-	-	-	-	-	-	-	-	Exquisite Full Plate of Vitality
-	-	-	-	-	-	-	-	-	-	-	Exquisite Full Plate of Insight
-	-	-	-	-	-	-	-	-	-	-	Full Plate of Reflection
-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate of Perfection

Strength											
Dexterity											
Constitution											
STR	DEX	CON	INT	WIS	HP REGENERATION	MW REGENERATION	MOVE SPEED	ATTACK SPEED	DAMAGE	REFLECT	ITEM NAME
-	-	-	-	-	-	-	-	-	-	-	Leather Helm
-	-	-	-	-	-	-	-	-	-	-	Leather Helm +1
-	-	-	-	-	-	-	-	-	-	-	Leather Helm +2
-	-	-	-	-	-	-	-	-	-	-	Leather Helm of Vipers
-	-	-	-	-	-	-	-	-	-	-	Leather Helm of Dragons
-	-	-	-	-	-	-	-	-	-	-	Leather Helm of Ogres
-	-	-	-	-	-	-	-	-	-	-	Leather Helm of Vitality
-	-	-	-	-	-	-	-	-	-	-	Leather Helm of Insight
-	-	-	-	-	-	-	-	-	-	-	Leather Helm +3
-	-	-	-	-	-	-	-	-	-	-	Leather Helm +4
-	-	-	-	-	-	-	-	-	-	-	Leather Helm +5
1	-	1	1	1	1	1	10%	5%	-	-	Grand Leather Helm of Ogres
2	-	-	-	-	-	-	-	-	-	-	Scale Helm
3	-	-	-	-	-	-	-	-	-	-	Scale Helm +1
-	-	-	-	-	-	-	-	-	-	-	Scale Helm +2
-	-	-	-	-	-	-	-	-	-	-	Scale Helm of Vipers
-	-	-	-	-	-	-	-	-	-	-	Scale Helm of Dragons
-	-	-	-	-	-	-	-	-	-	-	Scale Helm of Ogres
-	-	-	-	-	-	-	-	-	-	-	Scale Helm of Vitality
-	-	-	-	-	-	-	-	-	-	-	Scale Helm of Insight
-	-	-	-	-	-	-	-	-	-	-	Scale Helm +3
-	-	-	-	-	-	-	-	-	-	-	Scale Helm +4
-	-	-	-	-	-	-	-	-	-	-	Scale Helm +5
2	-	-	-	-	-	-	-	-	-	-	Grand Scale Helm of Ogres
-	2	2	-	-	-	-	-	-	-	-	Scale Helm of Grand Vitality

Scale Helm of Grand Insight	Reinforced scale helm, +2 AC, +2 INT, +2 WIS	7,250	8	-	-	-	-
Chain Helm	Basic chain helm	5,000	11	-	-	-	-
Chain Helm + 1	Basic chain helm, +1 AC	5,500	12	-	-	-	-
Chain Helm + 2	Reinforced chain helm, +2 AC	6,000	13	-	-	-	-
Chain Helm of Vipers	Reinforced chain helm, +2 AC, Poison resistance	6,250	13	-	-	10%	-
Chain Helm of Dragons	Reinforced chain helm, +2 AC, Fire resistance	6,625	13	10%	-	-	-
Chain Helm of Frost	Reinforced chain helm, +2 AC, Ice resistance	6,625	13	-	-	-	10%
Elemental Chain Helm	Reinforced chain helm, +2 AC, Fire and ice resistance	7,000	13	4%	-	-	4%
Chain Helm of Ogres	Reinforced chain helm, +2 AC, +1 STR	7,000	13	-	-	-	-
Chain Helm of Vitality	Reinforced chain helm, +2 AC, +1 DEX, +1 CON	8,000	13	-	-	-	-
Chain Helm of Insight	Reinforced chain helm, +2 AC, +1 INT, +1 WIS	8,000	13	-	-	-	-
Chain Helm of Haste	Reinforced chain helm, +2 AC, Movement Speed	6,400	13	-	-	-	-
Chain Helm + 3	Reinforced chain helm, +3 AC	6,500	14	-	-	-	-
Chain Helm + 4	Reinforced chain helm, +4 AC	7,000	15	-	-	-	-
Chain Helm + 5	Reinforced chain helm, +5 AC	7,500	16	-	-	-	-
Grand Chain Helm of Ogres	Reinforced chain helm, +2 AC, +2 STR	8,000	13	-	-	-	-
Exquisite Chain Helm of Ogres	Reinforced chain helm, +5 AC, +3 STR	10,500	16	-	-	-	-
Chain Helm of Grand Vitality	Reinforced chain helm, +2 AC, +2 DEX, +2 CON	10,000	13	-	-	-	-
Chain Helm of Grand Insight	Reinforced chain helm, +2 AC, +2 INT, +2 WIS	10,000	13	-	-	-	-
Splint Helm	Basic splint helm	7,750	16	-	-	-	-
Splint Helm + 1	Basic splint helm, +1 AC	8,250	17	-	-	-	-
Splint Helm + 2	Reinforced splint helm, +2 AC	8,750	18	-	-	-	-
Elemental Splint Helm	Reinforced splint helm, +2 AC, Fire and ice resistance	10,250	18	7%	-	-	7%
Splint Helm of Ogres	Reinforced splint helm, +2 AC, +1 STR	9,750	18	-	-	-	-
Splint Helm of Vitality	Reinforced splint helm, +2 AC, +1 DEX, +1 CON	10,750	18	-	-	-	-
Splint Helm of Insight	Reinforced splint helm, +2 AC, +1 INT, +1 WIS	10,750	18	-	-	-	-
Splint Helm of Focus	Reinforced splint helm, +2 AC, + Attack Speed	9,313	18	-	-	-	-
Splint Helm of Haste	Reinforced splint helm, +2 AC, + Movement Speed	9,350	18	-	-	-	-
Splint Helm of Reflection	Reinforced splint helm, +2 AC, Reflects a % of damage done to Hero back to enemy	9,800	18	-	-	-	-
Splint Helm of Perfection	Reinforced splint helm, +2 AC, + Movement Speed, + HP/MW Regeneration	10,700	18	-	-	-	-
Splint Helm + 3	Reinforced splint helm, +3 AC	9,250	19	-	-	-	-
Splint Helm + 4	Reinforced splint helm, +4 AC	9,750	20	-	-	-	-
Splint Helm + 5	Reinforced splint helm, +5 AC	10,250	21	-	-	-	-
Grand Splint Helm of Ogres	Reinforced splint helm, +2 AC, +2 STR	10,750	18	-	-	-	-
Exquisite Splint Helm of Ogres	Reinforced splint helm, +5 AC, +3 STR	13,250	21	-	-	-	-
Splint Helm of Grand Vitality	Reinforced splint helm, +2 AC, +2 DEX, +2 CON	12,750	18	-	-	-	-
Splint Helm of Grand Insight	Reinforced splint helm, +2 AC, +2 INT, +2 WIS	12,750	18	-	-	-	-
Splint Helm of Exquisite Vitality	Reinforced splint helm, +5 AC, +3 DEX, +3 CON	16,250	21	-	-	-	-
Splint Helm of Exquisite Insight	Reinforced splint helm, +5 AC, +3 INT, +3 WIS	16,250	21	-	-	-	-
Full Plate Helm	Basic full plate helm	10,500	21	-	-	-	-
Mithral Full Plate Helm	Basic full plate helm, +1 AC, Lightweight	11,300	22	-	-	-	-
Full Plate Helm + 1	Basic full plate helm, +1 AC	11,000	22	-	-	-	-
Full Plate Helm + 2	Reinforced full plate helm, +2 AC	11,500	23	-	-	-	-
Elemental Full Plate Helm	Reinforced full plate helm, +2 AC, Fire and ice resistance	13,500	23	10%	-	-	10%
Elemental Mithral Full Plate Helm	Reinforced full plate helm, +2 AC, Lightweight, Fire and ice resistance	13,800	23	10%	-	-	10%
Full Plate Helm of Ogres	Reinforced full plate helm, +2 AC, +1 STR	12,500	23	-	-	-	-
Full Plate Helm of Vitality	Reinforced full plate helm, +2 AC, +1 DEX, +1 CON	13,500	23	-	-	-	-
Full Plate Helm of Insight	Reinforced full plate helm, +2 AC, +1 INT, +1 WIS	13,500	23	-	-	-	-
Mithral Full Plate Helm of Focus	Reinforced full plate helm, +2 AC, Lightweight, + Attack Speed	12,550	23	-	-	-	-
Full Plate Helm of Reflection	Reinforced full plate helm, +2 AC, Reflects a % of damage done to Hero back to enemy	12,900	23	-	-	-	-
Mithral Full Plate Helm of Perfection	Reinforced full plate helm, +2 AC, Lightweight, + Movement Speed, + HP/MW Regeneration	14,100	23	-	-	-	-
Full Plate Helm + 3	Reinforced full plate helm, +3 AC	12,000	24	-	-	-	-
Full Plate Helm + 4	Reinforced full plate helm, +4 AC	12,500	25	-	-	-	-
Full Plate Helm + 5	Reinforced full plate helm, +5 AC	13,000	26	-	-	-	-
Grand Full Plate Helm of Ogres	Reinforced full plate helm, +2 AC, +2 STR	13,500	23	-	-	-	-
Exquisite Full Plate Helm of Ogres	Reinforced full plate helm, +5 AC, +3 STR	15,500	25	-	-	-	-
Full Plate Helm of Grand Vitality	Reinforced full plate helm, +2 AC, +2 DEX, +2 CON	15,500	23	-	-	-	-
Full Plate Helm of Grand Insight	Reinforced full plate helm, +2 AC, +2 INT, +2 WIS	15,500	23	-	-	-	-
Full Plate Helm of Exquisite Vitality	Reinforced full plate helm, +5 AC, +3 DEX, +3 CON	18,500	26	-	-	-	-
Full Plate Helm of Exquisite Insight	Reinforced full plate helm, +5 AC, +3 INT, +3 WIS	18,500	26	-	-	-	-

# Appendix: Item Tables

-	-	-	-	2	2	-	-	-	-	-	-	Scale Helm of Grand Insight
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm +1
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm +2
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm of Vipers
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm of Dragons
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm of Frost
-	-	-	-	-	-	-	-	-	-	-	-	Elemental Chain Helm
1	-	-	-	-	-	-	-	-	-	-	-	Chain Helm of Ogres
-	1	1	-	-	1	1	-	-	-	-	-	Chain Helm of Vitality
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm of Insight
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm of Haste
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm +3
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm +4
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm +5
2	-	-	-	-	-	-	-	-	-	-	-	Grand Chain Helm of Ogres
3	-	-	-	-	-	-	-	-	-	-	-	Exquisite Chain Helm of Ogres
-	2	2	-	-	2	2	-	-	-	-	-	Chain Helm of Grand Vitality
-	-	-	-	-	-	-	-	-	-	-	-	Chain Helm of Grand Insight
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm +1
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm +2
-	-	-	-	-	-	-	-	-	-	-	-	Elemental Splint Helm
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm of Ogre
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm of Vitality
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm of Insight
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm of Focus
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm of Haste
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm of Reflection
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm of Perfection
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm +3
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm +4
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm +5
2	-	-	-	-	-	-	-	-	-	-	-	Grand Splint Helm of Ogres
3	-	-	-	-	-	-	-	-	-	-	-	Exquisite Splint Helm of Ogres
-	2	2	-	-	2	2	-	-	-	-	-	Splint Helm of Grand Vitality
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm of Grand Insight
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm of Exquisite Vitality
-	-	-	-	-	-	-	-	-	-	-	-	Splint Helm of Exquisite Insight
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Helm
-	-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate Helm
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Helm +1
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Helm +2
-	-	-	-	-	-	-	-	-	-	-	-	Elemental Full Plate Helm
-	-	-	-	-	-	-	-	-	-	-	-	Elemental Mithral Full Plate Helm
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Helm of Ogres
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Helm of Vitality
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Helm of Insight
1	-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate Helm of Focus
-	1	1	-	-	-	-	-	-	-	-	-	Full Plate Helm of Reflection
-	-	-	-	-	1	1	-	-	-	-	-	Mithral Full Plate Helm of Perfection
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Helm +3
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Helm +4
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Helm +5
2	-	-	-	-	-	-	-	-	-	-	-	Grand Full Plate Helm of Ogres
3	-	-	-	-	-	-	-	-	-	-	-	Exquisite Full Plate Helm of Ogres
-	2	2	-	-	-	-	-	-	-	-	-	Full Plate Helm of Grand Vitality
-	-	-	-	-	2	2	-	-	-	-	-	Full Plate Helm of Grand Insight
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Helm of Exquisite Vitality
-	-	-	-	-	3	3	-	-	-	-	-	Full Plate Helm of Exquisite Insight

# Dungeons & Dragons Heroes™

## Prima's Official Strategy Guide

### Gloves

ITEM NAME	DESCRIPTION	PRICE	AC	FIRE	POISON/ACID	FREEZE/WATER
Leather Gloves	Basic leather gloves	200	2	-	-	-
Leather Gloves + 1	Basic leather gloves, + 1 AC	610	3	-	-	-
Leather Gloves + 2	Reinforced leather gloves, + 2 AC	1,110	4	-	-	-
Leather Gloves of Vipers	Treated leather gloves, + 2 AC, Poison resistance	1,165	4	-	4%	-
Leather Gloves of Dragons	Treated leather gloves, + 2 AC, Fire resistance	1,248	4	4%	-	-
Leather Gloves of Ogres	Reinforced leather gloves, + 2 AC, + 1 STR	2,110	4	-	-	-
Leather Gloves of Vitality	Reinforced leather gloves, + 2 AC, + 1 DEX, + 1 CON	3,110	4	-	-	-
Leather Gloves of Insight	Reinforced leather gloves, + 2 AC, + 1 INT, + 1 WIS	3,110	4	-	-	-
Leather Gloves + 3	Reinforced leather gloves, + 3 AC	1,610	5	-	-	-
Leather Gloves + 4	Reinforced leather gloves, + 4 AC	2,110	6	-	-	-
Leather Gloves + 5	Reinforced leather gloves, + 5 AC	2,610	7	-	-	-
Grand Leather Gloves of Ogres	Reinforced leather gloves, + 2 AC, + 2 STR	3,110	4	-	-	-
Scale Gloves	Basic scale gloves	1,720	5	-	-	-
Scale Gloves + 1	Basic scale gloves, + 1 AC	2,220	6	-	-	-
Scale Gloves + 2	Reinforced scale gloves, + 2 AC	2,720	7	-	-	-
Scale Gloves of Vipers	Reinforced scale gloves, + 2 AC, Poison resistance	2,830	7	-	7%	-
Scale Gloves of Dragons	Reinforced scale gloves, + 2 AC, Fire resistance	2,995	7	7%	-	-
Scale Gloves of Ogres	Reinforced scale gloves, + 2 AC, + 1 STR	3,720	7	-	-	-
Scale Gloves of Vitality	Reinforced scale gloves, + 2 AC, + 1 DEX, + 1 CON	4,720	7	-	-	-
Scale Gloves of Insight	Reinforced scale gloves, + 2 AC, + 1 INT, + 1 WIS	4,720	7	-	-	-
Scale Gloves + 3	Reinforced scale gloves, + 3 AC	3,220	8	-	-	-
Scale Gloves + 4	Reinforced scale gloves, + 4 AC	3,720	9	-	-	-
Scale Gloves + 5	Reinforced scale gloves, + 5 AC	4,220	10	-	-	-
Grand Scale Gloves of Ogres	Reinforced scale gloves, + 2 AC, + 2 STR	4,720	7	-	-	-
Scale Gloves of Grand Vitality	Reinforced scale gloves, + 2 AC, + 2 DEX, + 2 CON	6,720	7	-	-	-
Scale Gloves of Grand Insight	Reinforced scale gloves, + 2 AC, + 2 INT, + 2 WIS	6,720	7	-	-	-
Chain Gloves	Basic chain gloves	4,440	10	-	-	-
Chain Gloves + 1	Basic chain gloves, + 1 AC	4,940	11	-	-	-
Chain Gloves + 2	Reinforced chain gloves, + 2 AC	5,440	12	-	-	-
Chain Gloves of Vipers	Reinforced chain gloves, + 2 AC, Poison resistance	5,660	12	-	10%	-
Chain Gloves of Dragons	Reinforced chain gloves, + 2 AC, Fire resistance	5,990	12	10%	-	-
Chain Gloves of Frost	Reinforced chain gloves, + 2 AC, Ice resistance	5,990	12	-	-	10%
Elemental Chain Gloves	Reinforced chain gloves, + 2 AC, Fire and ice resistance	6,320	12	4%	-	4%
Chain Gloves of Ogres	Reinforced chain gloves, + 2 AC, + 1 STR	6,440	12	-	-	-
Chain Gloves of Vitality	Reinforced chain gloves, + 2 AC, + 1 DEX, + 1 CON	7,440	12	-	-	-
Chain Gloves of Insight	Reinforced chain gloves, + 2 AC, + 1 INT, + 1 WIS	7,440	12	-	-	-
Chain Gloves of Haste	Reinforced chain gloves, + 2 AC, Movement Speed	5,792	12	-	-	-
Chain Gloves + 3	Reinforced chain gloves, + 3 AC	5,940	13	-	-	-
Chain Gloves + 4	Reinforced chain gloves, + 4 AC	6,440	14	-	-	-
Chain Gloves + 5	Reinforced chain gloves, + 5 AC	6,940	15	-	-	-
Grand Chain Gloves of Ogres	Reinforced chain gloves, + 2 AC, + 2 STR	7,440	12	-	-	-
Exquisite Chain Gloves of Ogres	Reinforced chain gloves, + 5 AC, + 3 STR	9,940	15	-	-	-
Chain Gloves of Grand Vitality	Reinforced chain gloves, + 2 AC, + 2 DEX, + 2 CON	9,440	12	-	-	-
Chain Gloves of Grand Insight	Reinforced chain gloves, + 2 AC, + 2 INT, + 2 WIS	9,440	12	-	-	-
Splint Gauntlets	Basic splint gauntlets	7,160	15	-	-	-
Splint Gauntlets + 1	Basic splint gauntlets, + 1 AC	7,660	16	-	-	-
Splint Gauntlets + 2	Reinforced splint gauntlets, + 2 AC	8,160	17	-	-	-
Elemental Splint Gauntlets	Reinforced splint gauntlets, + 2 AC, Fire and ice resistance	9,480	17	7%	-	7%
Splint Gauntlets of Ogres	Reinforced splint gauntlets, + 2 AC, + 1 STR	9,160	17	-	-	-
Splint Gauntlets of Vitality	Reinforced splint gauntlets, + 2 AC, + 1 DEX, + 1 CON	10,160	17	-	-	-
Splint Gauntlets of Insight	Reinforced splint gauntlets, + 2 AC, + 1 INT, + 1 WIS	10,160	17	-	-	-
Splint Gauntlets of Focus	Reinforced splint gauntlets, + 2 AC, + Attack Speed	8,655	17	-	-	-
Splint Gauntlets of Haste	Reinforced splint gauntlets, + 2 AC, + Movement Speed	8,688	17	-	-	-
Splint Gauntlets of Reflection	Reinforced splint gauntlets, + 2 AC, Reflects a % of damage done to Hero back to enemy	9,084	17	-	-	-
Splint Gauntlets of Perfection	Reinforced splint gauntlets, + 2 AC, + Movement Speed, + HP/MW Regeneration	9,876	17	-	-	-
Splint Gauntlets + 3	Reinforced splint gauntlets, + 3 AC	8,660	18	-	-	-
Splint Gauntlets + 4	Reinforced splint gauntlets, + 4 AC	9,160	19	-	-	-
Splint Gauntlets + 5	Reinforced splint gauntlets, + 5 AC	9,660	20	-	-	-
Grand Splint Gauntlets of Ogres	Reinforced splint gauntlets, + 2 AC, + 2 STR	10,160	17	-	-	-
Exquisite Splint Gauntlets of Ogres	Reinforced splint gauntlets, + 5 AC, + 3 STR	12,660	20	-	-	-
Splint Gauntlets of Grand Vitality	Reinforced splint gauntlets, + 2 AC, + 2 DEX, + 2 CON	12,160	17	-	-	-
Splint Gauntlets of Grand Insight	Reinforced splint gauntlets, + 2 AC, + 2 INT, + 2 WIS	12,160	17	-	-	-
Splint Gauntlets of Exquisite Vitality	Reinforced splint gauntlets, + 5 AC, + 3 DEX, + 3 CON	15,660	20	-	-	-

# Appendix: Item Tables

STR	DEX	CON	INT	WIS	HP REGENERATION	MW REGENERATION	MOVE SPEED	ATTACK SPEED	DAMAGE REFLECT	ITEM NAME
-	-	-	-	-	-	-	-	-	-	Leather Gloves
-	-	-	-	-	-	-	-	-	-	Leather Gloves + 1
-	-	-	-	-	-	-	-	-	-	Leather Gloves + 2
-	-	-	-	-	-	-	-	-	-	Leather Gloves of Vipers
-	-	-	-	-	-	-	-	-	-	Leather Gloves of Dragons
1	-	1	1	-	-	-	-	-	-	Leather Gloves of Ogres
-	1	-	-	1	1	-	-	-	-	Leather Gloves of Vitality
-	-	-	-	-	-	-	-	-	-	Leather Gloves of Insight
-	-	-	-	-	-	-	-	-	-	Leather Gloves + 3
-	-	-	-	-	-	-	-	-	-	Leather Gloves + 4
-	-	-	-	-	-	-	-	-	-	Leather Gloves + 5
2	-	-	-	-	-	-	-	-	-	Grand Leather Gloves of Ogres
-	-	-	-	-	-	-	-	-	-	Scale Gloves
-	-	-	-	-	-	-	-	-	-	Scale Gloves + 1
-	-	-	-	-	-	-	-	-	-	Scale Gloves + 2
-	-	-	-	-	-	-	-	-	-	Scale Gloves of Vipers
-	-	-	-	-	-	-	-	-	-	Scale Gloves of Dragons
1	-	-	-	-	-	-	-	-	-	Scale Gloves of Ogres
-	1	1	1	-	-	-	-	-	-	Scale Gloves of Vitality
-	-	-	-	1	1	-	-	-	-	Scale Gloves of Insight
-	-	-	-	-	-	-	-	-	-	Scale Gloves + 3
-	-	-	-	-	-	-	-	-	-	Scale Gloves + 4
-	-	-	-	-	-	-	-	-	-	Scale Gloves + 5
2	-	-	-	-	-	-	-	-	-	Grand Scale Gloves of Ogres
-	2	2	2	-	-	-	-	-	-	Scale Gloves of Grand Vitality
-	-	-	-	2	2	-	-	-	-	Scale Gloves of Grand Insight
-	-	-	-	-	-	-	-	-	-	Chain Gloves
-	-	-	-	-	-	-	-	-	-	Chain Gloves + 1
-	-	-	-	-	-	-	-	-	-	Chain Gloves + 2
-	-	-	-	-	-	-	-	-	-	Chain Gloves of Vipers
-	-	-	-	-	-	-	-	-	-	Chain Gloves of Dragons
-	-	-	-	-	-	-	-	-	-	Chain Gloves of Frost
-	-	-	-	-	-	-	-	-	-	Elemental Chain Gloves
1	-	1	1	-	-	-	-	-	-	Chain Gloves of Ogres
-	-	-	-	1	1	-	-	-	-	Chain Gloves of Vitality
-	-	-	-	-	-	-	-	-	-	Chain Gloves of Insight
-	-	-	-	-	-	-	-	-	-	Chain Gloves of Haste
-	-	-	-	-	-	-	-	-	-	Chain Gloves + 3
-	-	-	-	-	-	-	-	-	-	Chain Gloves + 4
-	-	-	-	-	-	-	-	-	-	Chain Gloves + 5
2	-	-	-	-	-	-	-	-	-	Grand Chain Gloves of Ogres
-	3	-	-	-	-	-	-	-	-	Exquisite Chain Gloves of Ogres
-	-	2	2	-	-	-	-	-	-	Chain Gloves of Grand Vitality
-	-	-	-	2	2	-	-	-	-	Chain Gloves of Grand Insight
-	-	-	-	-	-	-	-	-	-	Splint Gauntlets
-	-	-	-	-	-	-	-	-	-	Splint Gauntlets + 1
-	-	-	-	-	-	-	-	-	-	Splint Gauntlets + 2
-	-	-	-	-	-	-	-	-	-	Elemental Splint Gauntlets
1	-	-	-	-	-	-	-	-	-	Splint Gauntlets of Ogres
-	1	1	1	-	-	-	-	-	-	Splint Gauntlets of Vitality
-	-	-	-	1	1	-	-	-	-	Splint Gauntlets of Insight
-	-	-	-	-	-	-	-	-	-	Splint Gauntlets of Focus
-	-	-	-	-	-	-	-	-	-	Splint Gauntlets of Haste
-	-	-	-	-	-	-	-	-	-	Splint Gauntlets of Reflection
-	-	-	-	-	-	10%	10%	5%	-	Splint Gauntlets of Perfection
-	-	-	-	-	-	-	-	-	-	Splint Gauntlets + 3
-	-	-	-	-	-	-	-	-	-	Splint Gauntlets + 4
-	-	-	-	-	-	-	-	-	-	Splint Gauntlets + 5
2	-	-	-	-	-	-	-	-	-	Grand Splint Gauntlets of Ogres
3	-	-	-	-	-	-	-	-	-	Exquisite Splint Gauntlets of Ogres
-	2	2	2	-	-	-	-	-	-	Splint Gauntlets of Grand Vitality
-	-	-	-	2	2	-	-	-	-	Splint Gauntlets of Grand Insight
-	-	3	3	-	-	-	-	-	-	Splint Gauntlets of Exquisite Vitality

Splint Gauntlets of Exquisite Insight	Reinforced splint gauntlets, +5 AC, +3 INT, +3 WIS	15,660	20	-	-	-	-
Full Plate Gauntlets	Basic full plate gauntlets	9,880	20	-	-	-	-
Mithral Full Plate Gauntlets	Basic full plate gauntlets, +1 AC, Lightweight	10,644	21	-	-	-	-
Full Plate Gauntlets + 1	Basic full plate gauntlets, +1 AC	10,380	21	-	-	-	-
Full Plate Gauntlets + 2	Reinforced full plate gauntlets, +2 AC	10,880	22	-	-	-	-
Elemental Full Plate Gauntlets	Reinforced full plate gauntlets, +2 AC, Fire and ice resistance	12,640	22	10%	-	-	10%
Elemental Mithral Full Plate Gauntlets	Reinforced full plate gauntlets, +2 AC, Lightweight, Fire and ice resistance	12,904	22	10%	-	-	10%
Full Plate Gauntlets of Ogres	Reinforced full plate gauntlets, +2 AC, +1 STR	11,880	22	-	-	-	-
Full Plate Gauntlets of Vitality	Reinforced full plate gauntlets, +2 AC, +1 DEX, +1 CON	12,880	22	-	-	-	-
Full Plate Gauntlets of Insight	Reinforced full plate gauntlets, +2 AC, +1 INT, +1 WIS	12,880	22	-	-	-	-
Mithral Full Plate Gauntlets of Focus	Reinforced full plate gauntlets, +2 AC, Lightweight, + Attack Speed	11,804	22	-	-	-	-
Full Plate Gauntlets of Reflection	Reinforced full plate gauntlets, +2 AC, Reflects a % of damage done to Hero back to enemy	12,112	22	-	-	-	-
Mithral Full Plate Gauntlets of Perfection	Reinforced full plate gauntlets, +2 AC, Lightweight, + Movement Speed, + HP/MW Regeneration	13,168	22	-	-	-	-
Full Plate Gauntlets + 3	Reinforced full plate gauntlets, +3 AC	11,380	23	-	-	-	-
Full Plate Gauntlets + 4	Reinforced full plate gauntlets, +4 AC	11,880	24	-	-	-	-
Full Plate Gauntlets + 5	Reinforced full plate gauntlets, +5 AC	12,380	25	-	-	-	-
Grand Full Plate Gauntlets of Ogres	Reinforced full plate gauntlets, +2 AC, +2 STR	12,880	22	-	-	-	-
Exquisite Full Plate Gauntlets of Ogres	Reinforced full plate gauntlets, +5 AC, +3 STR	15,380	25	-	-	-	-
Full Plate Gauntlets of Grand Vitality	Reinforced full plate gauntlets, +2 AC, +2 DEX, +2 CON	14,880	22	-	-	-	-
Full Plate Gauntlets of Grand Insight	Reinforced full plate gauntlets, +2 AC, +2 INT, +2 WIS	14,880	22	-	-	-	-
Full Plate Gauntlets of Exquisite Vitality	Reinforced full plate gauntlets, +5 AC, +3 DEX, +3 CON	18,380	25	-	-	-	-
Full Plate Gauntlets of Exquisite Insight	Reinforced full plate gauntlets, +5 AC, +3 INT, +3 WIS	18,380	25	-	-	-	-

## Boots

ITEM NAME	DESCRIPTION	PRICE	AC	FIRE	POISON/ACID	FREEZE/WATER
Leather Boots	Basic leather boots	100	1	-	-	-
Leather Boots + 1	Basic leather boots, +1 AC	200	2	-	-	-
Leather Boots + 2	Reinforced leather boots, +2 AC	620	3	-	-	-
Leather Boots of Vipers	Treated leather boots, +2 AC, Poison resistance	680	3	-	4%	-
Leather Boots of Dragons	Treated leather boots, +2 AC, Fire resistance	770	3	4%	-	-
Leather Boots of Ogres	Reinforced leather boots, +2 AC, +1 STR	1,620	3	-	-	-
Leather Boots of Vitality	Reinforced leather boots, +2 AC, +1 DEX, +1 CON	2,620	3	-	-	-
Leather Boots of Insight	Reinforced Leather boots, +2 AC, +1 INT, +1 WIS	2,620	3	-	-	-
Leather Boots + 3	Reinforced leather boots, +3 AC	1,120	4	-	-	-
Leather Boots + 4	Reinforced leather boots, +4 AC	1,620	5	-	-	-
Leather Boots + 5	Reinforced leather boots, +5 AC	2,120	6	-	-	-
Grand Leather Boots of Ogres	Reinforced leather boots, +2 AC, +2 STR	2,620	3	-	-	-
Scale Boots	Basic scale boots	1,240	4	-	-	-
Scale Boots + 1	Basic scale boots, +1 AC	1,740	5	-	-	-
Scale Boots + 2	Reinforced scale boots, +2 AC	2,240	6	-	-	-
Scale Boots of Vipers	Reinforced scale boots, +2 AC, Poison resistance	2,360	6	-	7%	-
Scale Boots of Dragons	Reinforced scale boots, +2 AC, Fire resistance	2,540	6	7%	-	-
Scale Boots of Ogres	Reinforced scale boots, +2 AC, +1 STR	3,240	6	-	-	-
Scale Boots of Vitality	Reinforced scale boots, +2 AC, +1 DEX, +1 CON	4,240	6	-	-	-
Scale Boots of Insight	Reinforced scale boots, +2 AC, +1 INT, +1 WIS	4,240	6	-	-	-
Scale Boots + 3	Reinforced scale boots, +3 AC	2,740	7	-	-	-
Scale Boots + 4	Reinforced scale boots, +4 AC	3,240	8	-	-	-
Scale Boots + 5	Reinforced scale boots, +5 AC	3,740	9	-	-	-
Grand Scale Boots of Ogres	Reinforced scale boots, +2 AC, +2 STR	4,240	6	-	-	-
Scale Boots of Grand Vitality	Reinforced scale boots, +2 AC, +2 DEX, +2 CON	6,240	6	-	-	-
Scale Boots of Grand Insight	Reinforced scale boots, +2 AC, +2 INT, +2 WIS	6,240	6	-	-	-
Chain Boots	Basic chain boots	3,980	9	-	-	-
Chain Boots + 1	Basic chain boots, +1 AC	4,480	10	-	-	-
Chain Boots + 2	Reinforced chain boots, +2 AC	4,980	11	-	-	-
Chain Boots of Vipers	Reinforced chain boots, +2 AC, Poison resistance	5,220	11	-	10%	-
Chain Boots of Dragons	Reinforced chain boot, +2 AC, Fire resistance	5,580	11	10%	-	-
Chain Boots of Frost	Reinforced chain boots, +2 AC, Ice resistance	5,580	11	-	-	10%
Elemental Chain Boots	Reinforced chain boots, +2 AC, Fire and ice resistance	5,940	11	4%	-	4%
Chain Boots of Ogres	Reinforced chain boots, +2 AC, +1 STR	5,980	11	-	-	-
Chain Boots of Vitality	Reinforced chain boots, +2 AC, +1 DEX, +1 CON	6,980	11	-	-	-
Chain Boots of Insight	Reinforced chain boots, +2 AC, +1 INT, +1 WIS	6,980	11	-	-	-
Chain Boots of Haste	Reinforced chain boots, +2 AC, Movement Speed	5,364	11	-	-	-
Chain Boots + 3	Reinforced chain boots, +3 AC	5,480	12	-	-	-
Chain Boots + 4	Reinforced chain boots, +4 AC	5,980	13	-	-	-
Chain Boots + 5	Reinforced chain boots, +5 AC	6,480	14	-	-	-

# Appendix: Item Tables

STR	DEX	CON	INT	WIS	HP REGENERATION	MW REGENERATION	MOVE SPEED	ATTACK SPEED	DAMAGE	REFLECT	ITEM NAME
-	-	-	-	-	-	-	-	-	-	-	Splint Gauntlets of Exquisite Insight
-	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets
-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate Gauntlets
-	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets + 1
-	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets + 2
-	-	-	-	-	-	-	-	-	-	-	Elemental Full Plate Gauntlets
1	1	1	1	1	10%	10%	5%	5%	5%	2%	Elemental Mithral Full Plate Gauntlets
2	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets of Ogres
3	-	2	-	-	-	-	-	-	-	-	Full Plate Gauntlets of Vitality
-	-	-	2	2	-	-	-	-	-	-	Full Plate Gauntlets of Insight
-	-	3	-	-	-	-	-	-	-	-	Mithral Full Plate Gauntlets of Focus
-	-	-	3	3	-	-	-	-	-	-	Full Plate Gauntlets of Reflection
-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate Gauntlets of Perfection
-	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets + 3
-	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets + 4
-	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets + 5
-	-	-	-	-	-	-	-	-	-	-	Grand Full Plate Gauntlets of Ogres
-	-	-	-	-	-	-	-	-	-	-	Exquisite Full Plate Gauntlets of Ogres
-	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets of Grand Vitality
-	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets of Grand Insight
-	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets of Exquisite Vitality
-	-	-	-	-	-	-	-	-	-	-	Full Plate Gauntlets of Exquisite Insight

STR	DEX	CON	INT	WIS	HP REGENERATION	MW REGENERATION	MOVE SPEED	ATTACK SPEED	DAMAGE	REFLECT	ITEM NAME
-	-	-	-	-	-	-	-	-	-	-	Leather Boots
-	-	-	-	-	-	-	-	-	-	-	Leather Boots + 1
-	-	-	-	-	-	-	-	-	-	-	Leather Boots + 2
-	-	-	-	-	-	-	-	-	-	-	Leather Boots of Vipers
-	-	-	-	-	-	-	-	-	-	-	Leather Boots of Dragons
1	-	-	-	-	-	-	-	-	-	-	Leather Boots of Ogres
-	1	1	1	1	1	1	-	-	-	-	Leather Boots of Vitality
-	-	-	1	-	-	-	-	-	-	-	Leather Boots of Insight
-	-	-	-	-	-	-	-	-	-	-	Leather Boots + 3
-	-	-	-	-	-	-	-	-	-	-	Leather Boots + 4
-	-	-	-	-	-	-	-	-	-	-	Leather Boots + 5
2	-	-	-	-	-	-	-	-	-	-	Grand Leather Boots of Ogres
-	-	-	-	-	-	-	-	-	-	-	Scale Boots
-	-	-	-	-	-	-	-	-	-	-	Scale Boots + 1
-	-	-	-	-	-	-	-	-	-	-	Scale Boots + 2
-	-	-	-	-	-	-	-	-	-	-	Scale Boots of Vipers
-	-	-	-	-	-	-	-	-	-	-	Scale Boots of Dragons
1	-	-	-	-	-	-	-	-	-	-	Scale Boots of Ogres
-	1	1	1	1	1	1	-	-	-	-	Scale Boots of Vitality
-	-	-	-	-	-	-	-	-	-	-	Scale Boots of Insight
-	-	-	-	-	-	-	-	-	-	-	Scale Boots + 3
-	-	-	-	-	-	-	-	-	-	-	Scale Boots + 4
-	-	-	-	-	-	-	-	-	-	-	Scale Boots + 5
2	-	-	-	-	-	-	-	-	-	-	Grand Scale Boots of Ogres
-	-	-	-	-	-	-	-	-	-	-	Scale Boots of Grand Vitality
-	-	-	-	-	-	-	-	-	-	-	Scale Boots of Grand Insight
-	-	-	-	-	-	-	-	-	-	-	Chain Boots
-	2	2	2	2	2	2	-	-	-	-	Chain Boots + 1
-	-	-	-	-	-	-	-	-	-	-	Chain Boots + 2
-	-	-	-	-	-	-	-	-	-	-	Chain Boots of Vipers
-	-	-	-	-	-	-	-	-	-	-	Chain Boots of Dragons
-	-	-	-	-	-	-	-	-	-	-	Chain Boots of Frost
-	-	-	-	-	-	-	-	-	-	-	Elemental Chain Boots
1	-	-	-	-	-	-	-	-	-	-	Chain Boots of Ogres
-	1	1	1	1	1	1	-	-	-	-	Chain Boots of Vitality
-	-	-	-	-	-	-	-	-	-	-	Chain Boots of Insight
-	-	-	-	-	-	-	-	-	-	-	Chain Boots of Haste
-	-	-	-	-	-	-	-	-	-	-	Chain Boots + 3
-	-	-	-	-	-	-	-	-	-	-	Chain Boots + 4
-	-	-	-	-	-	-	-	-	-	-	Chain Boots + 5

Grand Chain Boots of Ogres	Reinforced chain boots, +2 AC, +2 STR	6,980	11	-	-	-	-
Exquisite Chain Boots of Ogres	Reinforced chain boots, +2 AC, +3 STR	7,980	11	-	-	-	-
Chain Boots of Grand Vitality	Reinforced chain boots, +2 AC, +2 DEX, +2 CON	8,980	11	-	-	-	-
Chain Boots of Grand Insight	Reinforced chain boots, +2 AC, +2 INT, +2 WIS	8,980	11	-	-	-	-
Splint Boots	Basic splint boots	6,720	14	-	-	-	-
Splint Boots +1	Basic splint boots, +1 AC	7,220	15	-	-	-	-
Splint Boots +2	Reinforced splint boots, +2 AC	7,720	16	-	-	-	-
Elemental Splint Boots	Reinforced splint boots, +2 AC, Fire and ice resistance	9,160	16	7%	-	-	7%
Splint Boots of Ogres	Reinforced splint boots, +2 AC, +1 STR	8,720	16	-	-	-	-
Splint Boots of Vitality	Reinforced splint boots, +2 AC, +1 DEX, +1 CON	9,720	16	-	-	-	-
Splint Boots of Insight	Reinforced splint boots, +2 AC, +1 INT, +1 WIS	9,720	16	-	-	-	-
Splint Boots of Focus	Reinforced splint boots, +2 AC, +Attack Speed	8,260	16	-	-	-	-
Splint Boots of Haste	Reinforced splint boots, +2 AC, +Movement Speed	8,296	16	-	-	-	-
Splint Boots of Reflection	Reinforced splint boots, +2 AC, Reflects a % of damage done to Hero back to enemy	8,728	16	-	-	-	-
Splint Boots of Perfection	Reinforced splint boots, +2 AC, +Movement Speed, +HP/MW Regeneration	9,592	16	-	-	-	-
Splint Boots +3	Reinforced splint boots, +3 AC	8,220	17	-	-	-	-
Splint Boots +4	Reinforced splint boots, +4 AC	8,720	18	-	-	-	-
Splint Boots +5	Reinforced splint boots, +5 AC	9,220	19	-	-	-	-
Grand Splint Boots of Ogres	Reinforced splint boots, +2 AC, +2 STR	9,720	16	-	-	-	-
Exquisite Splint Boots of Ogres	Reinforced splint boots, +5 AC, +3 STR	12,220	19	-	-	-	-
Splint Boots of Grand Vitality	Reinforced splint boots, +2 AC, +2 DEX, +2 CON	11,720	16	-	-	-	-
Splint Boots of Grand Insight	Reinforced splint boots, +2 AC, +2 INT, +2 WIS	11,720	16	-	-	-	-
Splint Boots of Exquisite Vitality	Reinforced splint boots, +5 AC, +3 DEX, +3 CON	15,220	19	-	-	-	-
Splint Boots of Exquisite Insight	Reinforced splint boots, +5 AC, +3 INT, +3 WIS	15,220	19	-	-	-	-
Full Plate Boots	Basic full plate boots	9,460	19	-	-	-	-
Mithral Full Plate Boots	Basic full plate boots, +1 AC, Lightweight	10,248	20	-	-	-	-
Full Plate Boots +1	Basic full plate boots, +1 AC	9,960	20	-	-	-	-
Full Plate Boots +2	Reinforced full plate boots, +2 AC	10,460	21	-	-	-	-
Elemental Full Plate Boots	Reinforced full plate boots, +2 AC, Fire and ice resistance	12,380	21	10%	-	-	10%
Elemental Mithral Full Plate Boots	Reinforced full plate boots, +2 AC, Lightweight, Fire and ice resistance	12,668	21	10%	-	-	10%
Full Plate Boots of Ogres	Reinforced full plate boots, +2 AC, +1 STR	11,460	21	-	-	-	-
Full Plate Boots of Vitality	Reinforced full plate boots, +2 AC, +1 DEX, +1 CON	12,460	21	-	-	-	-
Full Plate Boots of Insight	Reinforced full plate boots, +2 AC, +1 INT, +1 WIS	12,460	21	-	-	-	-
Mithral Full Plate Boots of Focus	Reinforced full plate boots, +2 AC, Lightweight, +Attack Speed	11,468	21	-	-	-	-
Full Plate Boots of Reflection	Reinforced full plate boots, +2 AC, Reflects a % of damage done to Hero back to enemy	11,804	21	-	-	-	-
Mithral Full Plate Boots of Perfection	Reinforced full plate boots, +2 AC, Lightweight, +Movement Speed, +HP/MW Regeneration	12,956	21	-	-	-	-
Full Plate Boots +3	Reinforced full plate boots, +3 AC	10,960	22	-	-	-	-
Full Plate Boots +4	Reinforced full plate boots, +4 AC	11,460	23	-	-	-	-
Full Plate Boots +5	Reinforced full plate boots, +5 AC	11,960	24	-	-	-	-
Grand Full Plate Boots of Ogres	Reinforced full plate boots, +2 AC, +2 STR	12,460	21	-	-	-	-
Exquisite Full Plate Boots of Ogres	Reinforced full plate boots, +5 AC, +3 STR	14,960	24	-	-	-	-
Full Plate Boots of Grand Vitality	Reinforced full plate boots, +2 AC, +2 DEX, +2 CON	14,460	21	-	-	-	-
Full Plate Boots of Grand Insight	Reinforced full plate boots, +2 AC, +2 INT, +2 WIS	14,460	21	-	-	-	-
Full Plate Boots of Exquisite Vitality	Reinforced full plate boots, +5 AC, +3 DEX, +3 CON	17,960	24	-	-	-	-
Full Plate Boots of Exquisite Insight	Reinforced full plate boots, +5 AC, +3 INT, +3 WIS	17,960	24	-	-	-	-



Damage here is just the base damage set for the weapon. Many factors (i.e., strength, proficiency with a weapon type, special damage types) will eventually end up with the damage range that the player will see in-game on the Hero Review Screen.

## Weapons

Item Name	Description	Price	Damage	Critical Chance	Ice	Poison	Fire
Daggers	Basic set of fighting daggers	450	5	-	-	-	-
Daggers of Confusion	Fighting Daggers, Chance of stunning enemies	638	5	-	-	-	-
Daggers +1	Fighting Daggers, +1 Damage	950	6	-	-	-	-
Grand Daggers	Fighting Daggers, +15 Damage	14,250	20	-	-	-	-
Grand Daggers of Accuracy	Fighting daggers, +15 Damage, 5% chance of critical hit	16,875	20	5%	-	-	-
Exquisite Daggers	Fighting Daggers, +5 Damage, +1 STR	6,250	10	-	-	-	-
Viper Daggers	Fighting Daggers, +1 Damage, Poison damage	1,250	6	-	-	-	-
Skulldugger Daggers	Fighting Daggers, +1 Damage, Increases Set Traps damage by 15%	3,950	6	-	-	-	-
Daggers +2	Fighting Daggers, +2 Damage	1,900	7	-	-	-	-
Daggers +3	Fighting Daggers, +3 Damage	2,850	8	-	-	-	-
Daggers +4	Fighting Daggers, +4 Damage	3,800	9	-	-	-	-
Daggers +5	Fighting Daggers, +5 Damage	4,750	10	-	-	-	-
Exquisite Daggers +1	Fighting Daggers, +6 Damage, +1 STR	7,200	11	-	-	-	-
Exquisite Daggers +2	Fighting Daggers, +7 Damage, +1 STR	8,150	12	-	-	-	-
Exquisite Daggers +3	Fighting Daggers, +8 Damage, +1 STR	9,100	13	-	-	-	-
Exquisite Daggers +4	Fighting Daggers, +9 Damage, +1 STR	10,050	14	-	-	-	-

## Appendix: Item Tables

2	-	-	-	-	-	-	-	-	-	-	-	Grand Chain Boots of Ogres	
3	-	-	-	-	-	-	-	-	-	-	-	Exquisite Chain Boots of Ogres	
-	2	2	-	-	-	-	-	-	-	-	-	Chain Boots of Grand Vitality	
-	-	-	2	2	-	-	-	-	-	-	-	Chain Boots of Grand Insight	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots + 1	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots + 2	
-	-	-	-	-	-	-	-	-	-	-	-	Elemental Splint Boots	
1	-	-	-	-	-	-	-	-	-	-	-	Splint Boots of Ogres	
-	1	1	1	1	1	1	1	1	1	1	1	1	Splint Boots of Vitality
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots of Insight	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots of Focus	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots of Haste	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots of Reflection	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots of Perfection	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots + 3	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots + 4	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots + 5	
2	-	-	-	-	-	-	-	-	-	-	-	Grand Splint Boots of Ogres	
3	-	-	-	-	-	-	-	-	-	-	-	Exquisite Splint Boots of Ogres	
-	2	2	-	-	-	-	-	-	-	-	-	Splint Boots of Grand Vitality	
-	-	-	2	2	2	2	2	2	2	2	2	2	Splint Boots of Grand Insight
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots of Exquisite Vitality	
-	-	-	-	-	-	-	-	-	-	-	-	Splint Boots of Exquisite Insight	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots	
-	-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate Boots	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots + 1	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots + 2	
-	-	-	-	-	-	-	-	-	-	-	-	Elemental Full Plate Boots	
-	-	-	-	-	-	-	-	-	-	-	-	Elemental Mithral Full Plate Boots	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots of Ogres	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots of Vitality	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots of Insight	
-	-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate Boots of Focus	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots of Reflection	
-	-	-	-	-	-	-	-	-	-	-	-	Mithral Full Plate Boots of Perfection	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots + 3	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots + 4	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots + 5	
2	-	-	-	-	-	-	-	-	-	-	-	Grand Full Plate Boots of Ogres	
3	-	-	-	-	-	-	-	-	-	-	-	Exquisite Full Plate Boots of Ogres	
-	2	2	-	-	-	-	-	-	-	-	-	Full Plate Boots of Grand Vitality	
-	-	-	2	2	2	2	2	2	2	2	2	2	Full Plate Boots of Grand Insight
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots of Exquisite Vitality	
-	-	-	-	-	-	-	-	-	-	-	-	Full Plate Boots of Exquisite Insight	

Holy	Stun/Sleep	Slows Enemy Down	STR	DEX	CON	INT	WIS	CHA	Item Name
-	-	-	-	-	-	-	-	-	Daggers
-	10%	-	-	-	-	-	-	-	Daggers of Confusion
-	-	-	-	-	-	-	-	-	Daggers + 1
-	-	-	-	-	-	-	-	-	Grand Daggers
H	HOLY	SLEEP	STR	DEX	CON	INT	WIS	CHA	Grand Daggers of Accuracy
-	-	-	-	-	-	-	-	-	Exquisite Daggers
-	-	-	-	-	-	-	-	-	Viper Daggers
-	-	-	-	-	-	-	-	-	Skullduggery Daggers
-	-	-	-	-	-	-	-	-	Daggers + 2
-	-	-	-	-	-	-	-	-	Daggers + 3
-	-	-	-	-	-	-	-	-	Daggers + 4
-	-	-	-	-	-	-	-	-	Daggers + 5
-	-	-	STRENGTH	AGILITY	ENDURANCE	INTELLIGENCE	WISDOM	CHARISMA	Exquisite Daggers + 1
-	-	-	1	1	1	1	1	1	Exquisite Daggers + 2
-	-	-	1	1	1	1	1	1	Exquisite Daggers + 3
-	-	-	1	1	1	1	1	1	Exquisite Daggers + 4

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Exquisite Daggers + 5	Fighting Daggers, + 10 Damage, + 1 STR	11,000	15	-	-	-	-	-
Lancets	Basic set of Fighting Lancets	1,900	7	-	-	-	-	-
Lancets of Confusion	Fighting Lancets, Chance of stunning enemies	2,538	7	-	-	-	-	-
Lancets + 1	Fighting Lancets, + 1 Damage	2,850	8	-	-	-	-	-
Grand Lancets	Fighting Lancets, + 15 Damage	16,150	22	-	-	-	-	-
Grand Lancets of Accuracy	Fighting Lancets, + 15 Damage, 5% chance of critical hit	18,775	22	5%	-	-	-	-
Exquisite Lancets	Fighting Lancets, + 5 Damage, + 1 STR	8,150	12	-	-	-	-	-
Lancets of Vipers	Fighting Lancets, + 1 Damage, Poison damage	3,150	8	-	-	5	-	-
Lancets of Dragons	Fighting Lancets, + 1 Damage, + 1 INT, Fire damage	5,003	8	-	-	-	3	-
Lancets of Apothecary	Fighting Lancets, + 1 Damage, Increases Poison Arrow damage by 15%	5,850	8	-	-	-	-	-
Lancets of the Mark	Fighting Lancets, + 1 Damage, Increases Sloth Arrow damage by 15%	5,850	8	-	-	-	-	-
Lancets + 2	Fighting Lancets, + 2 Damage	3,800	9	-	-	-	-	-
Lancets + 3	Fighting Lancets, + 3 Damage	4,750	10	-	-	-	-	-
Lancets + 4	Fighting Lancets, + 4 Damage	5,700	11	-	-	-	-	-
Lancets + 5	Fighting Lancets, + 5 Damage	6,650	12	-	-	-	-	-
Exquisite Lancets + 1	Fighting Lancets, + 6 Damage, + 1 STR	9,100	13	-	-	-	-	-
Exquisite Lancets + 2	Fighting Lancets, + 7 Damage, + 1 STR	10,050	14	-	-	-	-	-
Exquisite Lancets + 3	Fighting Lancets, + 8 Damage, + 1 STR	11,000	15	-	-	-	-	-
Exquisite Lancets + 4	Fighting Lancets, + 9 Damage, + 1 STR	11,950	16	-	-	-	-	-
Exquisite Lancets + 5	Fighting Lancets, + 10 Damage, + 1 STR	12,900	17	-	-	-	-	-
Blades	Basic set of Blades	4,750	10	-	-	-	-	-
Blades + 1	Blades, + 1 Damage	5,700	11	-	-	-	-	-
Halcyon Blades	Blades, Chance of slowing creatures	5,388	10	-	-	-	-	-
Grand Blades	Blades, + 15 Damage	19,000	25	-	-	I	Q	-
Grand Blades of Accuracy	Blades, + 15 Damage, 5% chance of critical hit	21,625	25	5%	-	-	-	-
Exquisite Blades	Blades, + 5 Damage, + 1 STR	11,000	15	-	-	C	-	-
Exquisite Blades of Insight	Blades, + 5 Damage, + 1 WIS, + 1 INT, + 1 STR	14,000	15	-	-	-	-	-
Exquisite Blades of Vitality	Blades, + 5 Damage, + 1 DEX, + 1 CON, + 1 STR	14,000	15	-	-	E	-	-
Exquisite Blades of Banes	Blades, + 5 Damage, + 1 STR, 10% chance of critical hit	15,875	15	10%	-	-	-	D
Blades of Frost	Blades, + 1 Damage, Ice damage	7,253	11	-	-	3	-	-
Blades of Dragons	Blades, + 1 Damage, + 1 INT, Fire damage	8,753	11	-	-	-	-	3
Blades of the Archer	Blades, + 1 Damage, Increases Arrow Strike damage by 15%	7,200	11	-	-	-	-	-
Blades of Shadows	Blades, + 1 Damage, Increases Hide & Move Silently duration by 15%	8,700	11	-	-	D	-	-
Blades of Embers	Blades, + 1 Damage, Increases Exploding Arrow damage by 15%	8,700	11	-	-	-	-	D
Blades + 2	Blades, + 2 Damage	6,650	12	-	-	A	-	-
Blades + 3	Blades, + 3 Damage	7,600	13	-	-	-	-	A
Blades + 4	Blades, + 4 Damage	8,550	14	-	-	M	-	-
Blades + 5	Blades, + 5 Damage	9,500	15	-	-	-	-	A
Exquisite Blades + 1	Blades, + 6 Damage, + 1 STR	11,950	16	-	-	-	-	-
Exquisite Blades + 2	Blades, + 7 Damage, + 1 STR	12,900	17	-	-	-	-	-
Exquisite Blades + 3	Blades, + 8 Damage, + 1 STR	13,850	18	-	-	-	-	A
Exquisite Blades + 4	Blades, + 9 Damage, + 1 STR	14,800	19	-	-	G	-	-
Exquisite Blades + 5	Blades, + 10 Damage, + 1 STR	15,750	20	-	-	-	-	G
Kris	Basic set of Kris	7,600	13	-	-	E	-	-
Kris + 1	Kris, + 1 Damage	8,550	14	-	-	-	-	E
Halcyon Kris	Kris, Chance of slowing creatures	8,238	13	-	-	-	-	-
Grand Kris	Kris, + 15 Damage	21,850	28	-	-	-	-	-
Grand Kris of Accuracy	Kris, + 15 Damage, 5% chance of critical hit	24,475	28	5%	-	-	-	-
Exquisite Kris	Kris, + 5 Damage, + 1 STR	13,850	18	-	-	-	-	-
Exquisite Kris of Insight	Kris, + 5 Damage, + 1 WIS, + 1 INT, + 1 STR	16,850	18	-	-	-	-	-
Exquisite Kris of Vitality	Kris, + 5 Damage, + 1 DEX, + 1 CON, + 1 STR	16,850	18	-	-	-	-	-
Exquisite Kris of Banes	Kris, + 5 Damage, + 1 STR, 10% chance of critical hit	18,725	18	10%	-	-	-	-
Exquisite Kris of Agility	Kris, + 5 Damage, + Attack Speed, + Movement Speed, + 1 STR	22,468	18	-	-	-	-	-
Kris of Dragons	Kris, + 1 Damage, + 1 INT, Fire damage	13,178	14	-	-	-	-	3
Kris of Divinity	Kris, + 1 Damage, + HP Regeneration, + Damage to Undead	13,763	14	-	-	-	-	-
Kris of the Ram	Kris, + 2 Damage, Attack Unblockable	12,500	15	-	-	-	-	-
Kris of Frost	Kris, + 1 Damage, Ice damage	11,678	14	-	-	3	-	-
Kris of the Many	Kris, + 1 Damage, Increases Volley of Arrows damage by 15%	13,050	14	-	-	-	-	-
Kris of Embers	Kris, + 1 Damage, Increases Exploding Arrow damage by 15%	13,050	14	-	-	-	-	-
Kris of Stillness	Kris, + 1 Damage, Increases Ice Arrow damage by 15%	13,050	14	-	-	-	-	-
Kris + 2	Kris, + 2 Damage	9,500	15	-	-	-	-	-
Kris + 3	Kris, + 3 Damage	10,450	16	-	-	-	-	-
Kris + 4	Kris, + 4 Damage	11,400	17	-	-	-	-	-
Kris + 5	Kris, + 5 Damage	12,350	18	-	-	-	-	-
Exquisite Kris + 1	Kris, + 6 Damage, + 1 STR	14,800	19	-	-	-	-	-
Exquisite Kris + 2	Kris, + 7 Damage, + 1 STR	15,750	20	-	-	-	-	-
Exquisite Kris + 3	Kris, + 8 Damage, + 1 STR	16,700	21	-	-	-	-	-

## Appendix: Item Tables

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Exquisite Kris + 4	Kris, + 9 Damage, + 1 STR	17,650	22	-			-	-
Exquisite Kris + 5	Kris, + 10 Damage, + 1 STR	18,600	23	-			-	-
Cutlasses	Basic set of Cutlasses	10,450	16	-			-	-
Cutlasses + 1	Cutlasses, + 1 Damage	11,400	17	-			-	-
Halycon Cutlasses	Cutlasses, Chance of slowing creatures	11,088	16	-			-	-
Grand Cutlasses	Cutlasses, + 15 Damage	24,700	31	-			-	-
Grand Cutlasses of Accuracy	Cutlasses, + 15 Damage, 5% chance of critical hit	27,325	31	5%	-		-	-
Exquisite Cutlasses	Cutlasses, + 5 Damage, + 1 STR	16,700	21	-			-	-
Exquisite Cutlasses of Insight	Cutlasses, + 5 Damage, + 1 WIS, + 1 INT, + 1 STR	19,700	21	-			-	-
Exquisite Cutlasses of Vitality	Cutlasses, + 5 Damage, + 1 DEX, + 1 CON, + 1 STR	19,700	21	-			-	-
Exquisite Cutlasses of Banes	Cutlasses, + 5 Damage, + 1 STR, 10% chance of critical hit	21,575	21	10%	-		-	-
Exquisite Cutlasses of Agility	Cutlasses, + 5 Damage, + Attack Speed, + Movement Speed, + 1 STR	25,318	21	-			-	-
Cutlasses of the Ram	Cutlasses, + 2 Damage, Attack Unblockable	15,350	18	-			-	-
Cutlasses of Dragons	Cutlasses, + 1 Damage, + 1 INT, Fire damage	18,278	17	-			-	3
Cutlasses of Divinity	Cutlasses, + 1 Damage, + HP Regeneration, + Damage to Undead	20,363	17	-			-	-
Cutlasses of Frost	Cutlasses, + 1 Damage, Ice damage	16,778	17	-			-	-
Cutlasses of Perfection	Cutlasses, + 2 Damage, 10% Chance of criticals, +2 STR, + Attack Speed	26,585	18	10%	-		-	-
Cutlasses of Stillness	Cutlasses, + 1 Damage, Increase Ice Arrow damage by 15%	17,400	17	-			-	-
Cutlasses of the Fang	Cutlasses, + 1 Damage, Increases Vampire Arrow damage by 15%	17,400	17	-			-	-
Cutlasses of the Archer	Cutlasses, + 1 Damage, Increases Arrow Strike damage by 15%	17,400	17	-			-	-
Cutlasses + 2	Cutlasses, + 2 Damage	12,350	18	-			-	-
Cutlasses + 3	Cutlasses, + 3 Damage	13,300	19	-			-	-
Cutlasses + 4	Cutlasses, + 4 Damage	14,250	20	-			-	-
Cutlasses + 5	Cutlasses, + 5 Damage	15,200	21	-			-	-
Exquisite Cutlasses + 1	Cutlasses, + 6 Damage, + 1 STR	17,650	22	-			-	-
Exquisite Cutlasses + 2	Cutlasses, + 7 Damage, + 1 STR	18,600	23	-			-	-
Exquisite Cutlasses + 3	Cutlasses, + 8 Damage, + 1 STR	19,550	24	-			-	-
Exquisite Cutlasses + 4	Cutlasses, + 9 Damage, + 1 STR	20,500	25	-			-	-
Exquisite Cutlasses + 5	Cutlasses, + 10 Damage, + 1 STR	21,450	26	-			-	-
Ancestral Bow + 1	Ancestral Bow	-	6	-			-	-
Ancestral Bow + 2	Ancestral Bow, + 5 Damage, +1 DEX, + HP Regeneration, 3% chance of critical hit	-	12	3%	-		-	-
Ancestral Bow + 3	Ancestral Bow, + 10 Damage, +2 DEX, + HP Regeneration, 6% chance of critical hit	-	18	6%	-		-	-
Ancestral Bow + 4	Ancestral Bow, + 15 Damage, +3 DEX, + HP Regeneration, 9% chance of critical hit	-	24	9%	-		-	-
Ancestral Bow + 5	Ancestral Bow, + 20 Damage, +4 DEX, + HP Regeneration, 12% chance of critical hit	-	35	12%	-		-	-
Seven Stars Daggers	Seven Stars Daggers	-	5	-			-	-
Cudgel	Basic Cudgel	450	5	-			-	-
Cudgel of Confusion	Cudgel, Chance of stunning enemies	638	5	-			-	-
Cudgel + 1	Cudgel, + 1 Damage	950	6	-			-	-
Grand Cudgel	Cudgel, + 15 Damage	14,250	20	-			-	-
Grand Cudgel of Accuracy	Cudgel, + 15 Damage, 5% chance of critical hit	16,875	20	5%	-		-	-
Exquisite Cudgel	Cudgel, + 5 Damage, + 1 STR	6,250	10	-			-	-
Cudgel of Vipers	Cudgel, + 1 Damage, Poison damage	1,250	6	-			5	-
Cudgel of Clerics	Cudgel, + 1 Damage, Increases Heal effectiveness by 15%	3,950	6	-			-	-
Cudgel + 2	Cudgel, + 2 Damage	1,900	7	-			-	-
Cudgel + 3	Cudgel, + 3 Damage	2,850	8	-			-	-
Cudgel + 4	Cudgel, + 4 Damage	3,800	9	-			-	-
Cudgel + 5	Cudgel, + 5 Damage	4,750	10	-			-	-
Exquisite Cudgel + 1	Cudgel, + 6 Damage, + 1 STR	7,200	11	-			-	-
Exquisite Cudgel + 2	Cudgel, + 7 Damage, + 1 STR	8,150	12	-			-	-
Exquisite Cudgel + 3	Cudgel, + 8 Damage, + 1 STR	9,100	13	-			-	-
Exquisite Cudgel + 4	Cudgel, + 9 Damage, + 1 STR	10,050	14	-			-	-
Exquisite Cudgel + 5	Cudgel, + 10 Damage, + 1 STR	11,000	15	-			-	-
War Hammer	Basic war Hammer	1,900	7	-			-	-
War Hammer of Confusion	War Hammer, Chance of stunning enemies	2,538	7	-			-	-
War Hammer + 1	War Hammer, + 1 Damage	2,850	8	-			-	-
Grand War Hammer	War Hammer, + 15 Damage	16,150	22	-			-	-
Grand War Hammer of Accuracy	War Hammer, + 15 Damage, 5% chance of critical hit	18,775	22	5%	-		-	-
Exquisite War Hammer	War Hammer, + 5 Damage, + 1 STR	8,150	12	-			-	-
War Hammer of Vipers	War Hammer, + 1 Damage, + Poison damage	3,150	8	-			5	-
War Hammer of Dragons	War Hammer, + 1 Damage, + 1 INT, Fire damage	5,003	8	-			-	3
War Hammer of the Bull	War Hammer, + 1 Damage, Increases Bull Rush damage by 15%	5,850	8	-			-	-
War Hammer of Torment	War Hammer, + 1 Damage, Increases Bane damage by 15%	5,850	8	-			-	-
War Hammer + 2	War Hammer, + 2 Damage	3,800	9	-			-	-
War Hammer + 3	War Hammer, + 3 Damage	4,750	10	-			-	-
War Hammer + 4	War Hammer, + 4 Damage	5,700	11	-			-	-
War Hammer + 5	War Hammer, + 5 Damage	6,650	12	-			-	-
Exquisite War Hammer + 1	War Hammer, + 6 Damage, + 1 STR	9,100	13	-			-	-

## Appendix: Item Tables

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Exquisite War Hammer + 2	War Hammer, + 7 Damage, + 1 STR	10,050	14	-				
Exquisite War Hammer + 3	War Hammer, + 8 Damage, + 1 STR	11,000	15	-				
Exquisite War Hammer + 4	War Hammer, + 9 Damage, + 1 STR	11,950	16	-				
Exquisite War Hammer + 5	War Hammer, + 10 Damage, + 1 STR	12,900	17	-				
Heavy Mace	Basic Heavy Mace	4,750	10	-				
Heavy Mace + 1	Heavy Mace, + 1 Damage	5,700	11	-				
Halycon Heavy Mace	Heavy Mace, Chance of slowing creatures	5,388	10	-				
Grand Heavy Mace	Heavy Mace, + 15 Damage	19,000	25	-				
Grand Heavy Mace of Accuracy	Heavy Mace, + 15 Damage, 5% chance of critical hit	21,625	25	5%				
Exquisite Heavy Mace	Heavy Mace, + 5 Damage, + 1 STR	11,000	15	-				
Exquisite Heavy Mace of Insight	Heavy Mace, + 5 Damage, + 1 WIS, + 1 INT, + 1 STR	14,000	15	-				
Exquisite Heavy Mace of Vitality	Heavy Mace, + 5 Damage, + 1 DEX, + 1 CON, + 1 STR	14,000	15	-				
Exquisite Heavy Mace of Banes	Heavy Mace, + 5 Damage, + 1 STR, 10% chance of critical hit	15,875	15	10%				
Heavy Mace of Frost	Heavy Mace, + 1 Damage, Ice damage	7,253	11	-	3			
Heavy Mace of Dragons	Heavy Mace, + 1 Damage, + 1 INT, Fire damage	8,753	11	-				3
Heavy Mace of Clerics	Heavy Mace, + 1 Damage, Increases Heal effectiveness by 15%	8,700	11	-				
Heavy Mace of Apothecary	Heavy Mace, + 1 Damage, Increases Sticks to Snakes damage by 15%	8,700	11	-				
Heavy Mace of Heavens	Heavy Mace, + 1 Damage, Increases Flame Strike damage by 15%	8,700	11	-				
Heavy Mace + 2	Heavy Mace, + 2 Damage	6,650	12	-				
Heavy Mace + 3	Heavy Mace, + 3 Damage	7,600	13	-				
Heavy Mace + 4	Heavy Mace, + 4 Damage	8,550	14	-				
Heavy Mace + 5	Heavy Mace, + 5 Damage	9,500	15	-				
Exquisite Heavy Mace + 1	Heavy Mace, + 6 Damage, + 1 STR	11,950	16	-				
Exquisite Heavy Mace + 2	Heavy Mace, + 7 Damage, + 1 STR	12,900	17	-				
Exquisite Heavy Mace + 3	Heavy Mace, + 8 Damage, + 1 STR	13,850	18	-				
Exquisite Heavy Mace + 4	Heavy Mace, + 9 Damage, + 1 STR	14,800	19	-				
Exquisite Heavy Mace + 5	Heavy Mace, + 10 Damage, + 1 STR	15,750	20	-				
War Axe	Basic War Axe	7,600	13	-				
War Axe + 1	War Axe, + 1 Damage	8,550	14	-				
Halycon War Axe	War Axe, Chance of slowing creatures	8,238	13	-				
Grand War Axe	War Axe, + 15 Damage	21,850	28	-				
Grand War Axe of Accuracy	War Axe, + 15 Damage, 5% chance of critical hit	24,475	28	5%				
Exquisite War Axe	War Axe, + 5 Damage, + 1 STR	13,850	18	-				
Exquisite War Axe of Insight	War Axe, + 5 Damage, + 1 WIS, + 1 INT, + 1 STR	16,850	18	-				
Exquisite War Axe of Vitality	War Axe, + 5 Damage, + 1 DEX, + 1 CON, + 1 STR	16,850	18	-				
Exquisite War Axe of Banes	War Axe, + 5 Damage, + 1 STR, 10% chance of critical hit	18,725	18	10%				
Exquisite War Axe of Agility	War Axe, + 5 Damage, + Attack Speed, + Move Speed, + 1 STR	22,468	18	-				
War Axe of Dragons	War Axe, + 1 Damage, + 1 INT, Fire damage	13,178	14	-				3
War Axe of Divinity	War Axe, + 1 Damage, + HP Regeneration, + Damage to Undead	13,763	14	-				
War Axe of the Ram	War Axe, + 2 Damage, Attack Unblockable	12,500	15	-				
War Axe of Frost	War Axe, + 1 Damage, Ice damage	11,678	14	-	3			
War Axe of the Laggard	War Axe, + 1 Damage, Increases Earthquake damage by 15%	13,050	14	-				
War Axe of Torment	War Axe, + 1 Damage, Increases Bane damage by 15%	13,050	14	-				
War Axe of the Catalyst	War Axe, + 1 Damage, Increases Glyph of Warding damage by 15%	13,050	14	-				
War Axe + 2	War Axe, + 2 Damage	9,500	15	-				
War Axe + 3	War Axe, + 3 Damage	10,450	16	-				
War Axe + 4	War Axe, + 4 Damage	11,400	17	-				
War Axe + 5	War Axe, + 5 Damage	12,350	18	-				
Exquisite War Axe + 1	War Axe, + 6 Damage, + 1 STR	14,800	19	-				
Exquisite War Axe + 2	War Axe, + 7 Damage, + 1 STR	15,750	20	-				
Exquisite War Axe + 3	War Axe, + 8 Damage, + 1 STR	16,700	21	-				
Exquisite War Axe + 4	War Axe, + 9 Damage, + 1 STR	17,650	22	-				
Exquisite War Axe + 5	War Axe, + 10 Damage, + 1 STR	18,600	23	-				
Great Axe	Basic Great Axe	10,450	16	-				
Great Axe + 1	Great Axe, + 1 Damage	11,400	17	-				
Halycon Great Axe	Great Axe, Chance of slowing creatures	11,088	16	-				
Grand Great Axe	Great Axe, + 15 Damage	24,700	31	-				
Grand Great Axe of Accuracy	Great Axe, + 15 Damage, 5% chance of critical hit	27,325	31	5%				
Exquisite Great Axe	Great Axe, + 5 Damage, + 1 STR	16,700	21	-				
Exquisite Great Axe of Insight	Great Axe, + 5 Damage, + 1 WIS, + 1 INT, + 1 STR	19,700	21	-				
Exquisite Great Axe of Vitality	Great Axe, + 5 Damage, + 1 DEX, + 1 CON, + 1 STR	19,700	21	-				
Exquisite Great Axe of Banes	Great Axe, + 5 Damage, + 1 STR, 10% chance of critical hit	21,575	21	10%				
Exquisite Great Axe of Agility	Great Axe, + 5 Damage, + Attack Speed, + Move Speed, + 1 STR	25,318	21	-				
Great Axe of the Ram	Great Axe, + 5 Damage, Attack Unblockable	18,200	21	-				
Great Axe of Dragons	Great Axe, + 1 Damage, + 1 INT, Fire damage	18,278	17	-				3
Great Axe of Divinity	Great Axe, + 1 Damage, + HP Regeneration, + Damage to Undead	20,363	17	-				
Great Axe of Frost	Great Axe, + 1 Damage, Ice damage	16,778	17	-	3			

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Great Axe of Perfection	Great Axe, +2 Damage, 10% Chance of criticals, +2 STR, +Attack Speed	26,585	18	10%	-	-	-
Great Axe of Heavens	Great Axe, +1 Damage, Increases Flame Strike Damage by 15%	17,400	17	-	-	-	-
Great Axe of Wrath	Great Axe, +1 Damage, Increases Storm of Vengeance damage by 15%	17,400	17	-	-	-	-
Great Axe of Winters	Great Axe, +1 Damage, Increases Hold Monster damage by 15%	17,400	17	-	-	-	-
Great Axe +2	Great Axe, +2 Damage	12,350	18	-	-	-	-
Great Axe +3	Great Axe, +3 Damage	13,300	19	-	-	-	-
Great Axe +4	Great Axe, +4 Damage	14,250	20	-	-	-	-
Great Axe +5	Great Axe, +5 Damage	15,200	21	-	-	-	-
Exquisite Great Axe +1	Great Axe, +6 Damage, +1 STR	17,650	22	-	-	-	-
Exquisite Great Axe +2	Great Axe, +7 Damage, +1 STR	18,600	23	-	-	-	-
Exquisite Great Axe +3	Great Axe, +8 Damage, +1 STR	19,550	24	-	-	-	-
Exquisite Great Axe +4	Great Axe, +9 Damage, +1 STR	20,500	25	-	-	-	-
Exquisite Great Axe +5	Great Axe, +10 Damage, +1 STR	21,450	26	-	-	-	-
Ancestral Hammer +1	Ancestral Hammer	-	6	-	-	-	-
Ancestral Hammer +2	Ancestral Hammer, +5 Damage, +1 WIS, + HP Regeneration, 3% chance of critical hit	-	12	3%	-	-	-
Ancestral Hammer +3	Ancestral Hammer, +10 Damage, +2 WIS, + HP Regeneration, 6% chance of critical hit	-	18	6%	-	-	-
Ancestral Hammer +4	Ancestral Hammer, +15 Damage, +3 WIS, + HP Regeneration, 9% chance of critical hit	-	24	9%	-	-	-
Ancestral Hammer +5	Ancestral Hammer, +20 Damage, +4 WIS, + HP Regeneration, 12% chance of critical hit	-	35	12%	-	-	-
Long Sword	Basic Long Sword	450	5	-	-	-	-
Long Sword of Confusion	Long Sword, Chance of stunning enemies	638	5	-	-	-	-
Long Sword +1	Long Sword, +1 Damage	950	6	-	-	-	-
Grand Long Sword	Long Sword, +15 Damage	14,250	20	-	-	-	-
Grand Long Sword of Accuracy	Long Sword, +15 Damage, 5% chance of critical hit	16,875	20	5%	-	-	-
Exquisite Long Sword	Long Sword, +5 Damage, +1 STR	6,250	10	-	-	-	-
Long Sword of Vipers	Long Sword, +1 Damage, Poison damage	1,250	6	-	-	5	-
Long Sword of Wind	Long Sword, +1 Damage, Increases Avid Pursuit effectiveness by 15%	3,950	6	-	-	-	-
Long Sword +2	Long Sword, +2 Damage	1,900	7	-	-	-	-
Long Sword +3	Long Sword, +3 Damage	2,850	8	-	-	-	-
Long Sword +4	Long Sword, +4 Damage	3,800	9	-	-	-	-
Long Sword +5	Long Sword, +5 Damage	4,750	10	-	-	-	-
Exquisite Long Sword +1	Long Sword, +6 Damage, +1 STR	7,200	11	-	-	-	-
Exquisite Long Sword +2	Long Sword, +7 Damage, +1 STR	8,150	12	-	-	-	-
Exquisite Long Sword +3	Long Sword, +8 Damage, +1 STR	9,100	13	-	-	-	-
Exquisite Long Sword +4	Long Sword, +9 Damage, +1 STR	10,050	14	-	-	-	-
Exquisite Long Sword +5	Long Sword, +10 Damage, +1 STR	11,000	15	-	-	-	-
Scimitar	Basic Scimitar	1,900	7	-	-	-	-
Scimitar of Confusion	Scimitar, Chance of stunning enemies	2,538	7	-	-	-	-
Scimitar +1	Scimitar, +1 Damage	2,850	8	-	-	-	-
Grand Scimitar	Scimitar, +15 Damage	16,150	22	-	-	-	-
Grand Scimitar of Accuracy	Scimitar, +15 Damage, 5% chance of critical hit	18,775	22	5%	-	-	-
Exquisite Scimitar	Scimitar, +5 Damage, +1 STR	8,150	12	-	-	-	-
Scimitar of Vipers	Scimitar, +1 Damage, Poison damage	3,150	8	-	-	5	-
Scimitar of Dragons	Scimitar, +1 Damage, +1 INT, Fire damage	5,003	8	-	-	-	3
Scimitar of Energy	Scimitar, +1 Damage, Increases War Cry duration by 15%	5,850	8	-	-	-	-
Scimitar of the Night	Scimitar, +1 Damage, Increases Stunning Fist damage by 15%	5,850	8	-	-	-	-
Scimitar +2	Scimitar, +2 Damage	3,800	9	-	-	-	-
Scimitar +3	Scimitar, +3 Damage	4,750	10	-	-	-	-
Scimitar +4	Scimitar, +4 Damage	5,700	11	-	-	-	-
Scimitar +5	Scimitar, +5 Damage	6,650	12	-	-	-	-
Exquisite Scimitar +1	Scimitar, +6 Damage, +1 STR	9,100	13	-	-	-	-
Exquisite Scimitar +2	Scimitar, +7 Damage, +1 STR	10,050	14	-	-	-	-
Exquisite Scimitar +3	Scimitar, +8 Damage, +1 STR	11,000	15	-	-	-	-
Exquisite Scimitar +4	Scimitar, +9 Damage, +1 STR	11,950	16	-	-	-	-
Exquisite Scimitar +5	Scimitar, +10 Damage, +1 STR	12,900	17	-	-	-	-
Bastard Sword	Basic Bastard Sword	4,750	10	-	-	-	-
Bastard Sword +1	Bastard Sword, +1 Damage	5,700	11	-	-	-	-
Halcyon Bastard Sword	Bastard Sword, Chance of slowing creatures	5,388	10	-	-	-	-
Grand Bastard Sword	Bastard Sword, +15 Damage	19,000	25	-	-	-	-
Grand Bastard Sword of Accuracy	Bastard Sword, +15 Damage, 5% chance of critical hit	21,625	25	5%	-	-	-
Exquisite Bastard Sword	Bastard Sword, +5 Damage, +1 STR	11,000	15	-	-	-	-
Exquisite Bastard Sword of Insight	Bastard Sword, +5 Damage, +1 WIS, +1 INT, +1 STR	14,000	15	-	-	-	-
Exquisite Bastard Sword of Vitality	Bastard Sword, +5 Damage, +1 DEX, +1 CON, +1 STR	14,000	15	-	-	-	-
Exquisite Bastard Sword of Banes	Bastard Sword, +5 Damage, +1 STR, 10% chance of critical hit	15,875	15	10%	-	-	-
Bastard Sword of Frost	Bastard Sword, +1 Damage, Ice damage	7,253	11	-	3	-	-
Bastard Sword of Dragons	Bastard Sword, +1 Damage, +1 INT, Fire damage	8,753	11	-	-	-	3
Binding Bastard Sword	Bastard Sword, +1 Damage, Increases Sure Strike duration by 15%	8,700	11	-	-	-	-
Bastard Sword of the Berzerker	Bastard Sword, +1 Damage, Increases Frenzy duration by 15%	8,700	11	-	-	-	-

## Appendix: Item Tables

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Mirrored Bastard Sword	Bastard Sword, +1 Damage, Increases Eye for an Eye by 15%	8,700	11	-	-	-	-	-
Bastard Sword +2	Bastard Sword, +2 Damage	6,650	12	-	-	-	-	-
Bastard Sword +3	Bastard Sword, +3 Damage	7,600	13	-	-	-	-	-
Bastard Sword +4	Bastard Sword, +4 Damage	8,550	14	-	-	-	-	-
Bastard Sword +5	Bastard Sword, +5 Damage	9,500	15	-	-	-	-	-
Exquisite Bastard Sword + 1	Bastard Sword, +6 Damage, +1 STR	11,950	16	-	-	-	-	-
Exquisite Bastard Sword + 2	Bastard Sword, +7 Damage, +1 STR	12,900	17	-	-	-	-	-
Exquisite Bastard Sword + 3	Bastard Sword, +8 Damage, +1 STR	13,850	18	-	-	-	-	-
Exquisite Bastard Sword + 4	Bastard Sword, +9 Damage, +1 STR	14,800	19	-	-	-	-	-
Exquisite Bastard Sword + 5	Bastard Sword, +10 Damage, +1 STR	15,750	20	-	-	-	-	-
Great Sword	Basic Great Sword	7,600	13	-	-	-	-	-
Great Sword + 1	Great Sword, +1 Damage	8,550	14	-	-	-	-	-
Halcyon Great Sword	Great Sword, Chance of slowing creatures	8,238	13	-	-	-	-	-
Grand Great Sword	Great Sword, +15 Damage	21,850	28	-	-	-	-	-
Grand Great Sword of Accuracy	Great Sword, +15 Damage, 5% chance of critical hit	24,475	28	5%	-	-	-	-
Exquisite Great Sword	Great Sword, +5 Damage, +1 STR	13,850	18	-	-	-	-	-
Exquisite Great Sword of Insight	Great Sword, +5 Damage, +1 WIS, +1 INT, +1 STR	16,850	18	-	-	-	-	-
Exquisite Great Sword of Vitality	Great Sword, +5 Damage, +1 DEX, +1 CON, +1 STR	16,850	18	-	-	-	-	-
Exquisite Great Sword of Banes	Great Sword, +5 Damage, +1 STR, 10% chance of critical hit	18,725	18	10%	-	-	-	-
Exquisite Great Sword of Agility	Great Sword, +5 Damage, +Attack Speed, +Move Speed, +1 STR	22,468	18	-	-	-	-	-
Great Sword of Dragons	Great Sword, +1 Damage, +1 INT, Fire damage	13,178	14	-	-	-	-	3
Great Sword of Divinity	Great Sword, +1 Damage, +HP Regeneration, +Damage to Undead	13,763	14	-	-	-	-	-
Great Sword of the Ram	Great Sword, +2 Damage, Attack Unblockable	12,500	15	-	-	-	-	-
Great Sword of Frost	Great Sword, +1 Damage, Ice damage	11,678	14	-	-	3	-	-
Great Sword of the Night	Great Sword, +1 Damage, Increases Stunng Fist damage by 15%	13,050	14	-	-	-	-	-
Great Sword of Energy	Great Sword, +1 Damage, Increases War Cry duration by 15%	13,050	14	-	-	-	-	-
Great Sword of Rams	Great Sword, +1 Damage, Increases Sure Strike duration by 15%	13,050	14	-	-	-	-	-
Great Sword +2	Great Sword, +2 Damage	9,500	15	-	-	-	-	-
Great Sword +3	Great Sword, +3 Damage	10,450	16	-	-	-	-	-
Great Sword +4	Great Sword, +4 Damage	11,400	17	-	-	-	-	-
Great Sword +5	Great Sword, +5 Damage	12,350	18	-	-	-	-	-
Exquisite Great Sword + 1	Great Sword, +6 Damage, +1 STR	14,800	19	-	-	-	-	-
Exquisite Great Sword + 2	Great Sword, +7 Damage, +1 STR	15,750	20	-	-	-	-	-
Exquisite Great Sword + 3	Great Sword, +8 Damage, +1 STR	16,700	21	-	-	-	-	-
Exquisite Great Sword + 4	Great Sword, +9 Damage, +1 STR	17,650	22	-	-	-	-	-
Exquisite Great Sword + 5	Great Sword, +10 Damage, +1 STR	18,600	23	-	-	-	-	-
Claymore	Basic Claymore	10,450	16	-	-	-	-	-
Claymore + 1	Claymore, +1 Damage	11,400	17	-	-	-	-	-
Halcyon Claymore	Claymore, Chance of slowing creatures	11,088	16	-	-	-	-	-
Grand Claymore	Claymore, +15 Damage	24,700	31	-	-	-	-	-
Grand Claymore of Accuracy	Claymore, +15 Damage, 5% chance of critical hit	27,325	31	5%	-	-	-	-
Exquisite Claymore	Claymore, +5 Damage, +1 STR	16,700	21	-	-	-	-	-
Exquisite Claymore of Insight	Claymore, +5 Damage, +1 WIS, +1 INT, +1 STR	19,700	21	-	-	-	-	-
Exquisite Claymore of Vitality	Claymore, +5 Damage, +1 DEX, +1 CON, +1 STR	19,700	21	-	-	-	-	-
Exquisite Claymore of Banes	Claymore, +5 Damage, +1 STR, 10% chance of critical hit	21,575	21	10%	-	-	-	-
Exquisite Claymore of Agility	Claymore, +5 Damage, +Attack Speed, +Move Speed, +1 STR	25,318	21	-	-	-	-	-
Claymore of the Ram	Claymore, +2 Damage, Attack Unblockable	15,350	18	-	-	-	-	-
Claymore of Dragons	Claymore, +1 Damage, +1 INT, Fire damage	18,278	17	-	-	-	-	3
Claymore of Divinity	Claymore, +1 Damage, +HP Regeneration, +Damage to Undead	20,363	17	-	-	-	-	-
Claymore of Frost	Claymore, +1 Damage, Ice damage	16,778	17	-	-	3	-	-
Claymore of Perfection	Claymore, +2 Damage, 10% Chance of criticals, +2 STR, +Attack Speed	26,585	18	10%	-	-	-	-
Claymore of Lords	Claymore, +1 Damage, Increases Power Attack damage by 15%	17,400	17	-	-	-	-	-
Claymore of the Berzerker	Claymore, +1 Damage, Increases Frenzy duration by 15%	17,400	17	-	-	-	-	-
Mirrored Claymore	Claymore, +1 Damage, Increases Eye for an Eye duration by 15%	17,400	17	-	-	-	-	-
Claymore +2	Claymore, +2 Damage	12,350	18	-	-	-	-	-
Claymore +3	Claymore, +3 Damage	13,300	19	-	-	-	-	-
Claymore +4	Claymore, +4 Damage	14,250	20	-	-	-	-	-
Claymore +5	Claymore, +5 Damage	15,200	21	-	-	-	-	-
Exquisite Claymore + 1	Claymore, +6 Damage, +1 STR	17,650	22	-	-	-	-	-
Exquisite Claymore + 2	Claymore, +7 Damage, +1 STR	18,600	23	-	-	-	-	-
Exquisite Claymore + 3	Claymore, +8 Damage, +1 STR	19,550	24	-	-	-	-	-
Exquisite Claymore + 4	Claymore, +9 Damage, +1 STR	20,500	25	-	-	-	-	-
Exquisite Claymore + 5	Claymore, +10 Damage, +1 STR	21,450	26	-	-	-	-	-
Ancestral Sword + 1	Ancestral Sword	-	6	-	-	-	-	-
Ancestral Sword + 2	Ancestral Sword, +5 Damage, +1 STR, +HP Regeneration, 3% chance of critical hit	-	12	3%	-	-	-	-
Ancestral Sword + 3	Ancestral Sword, +10 Damage, +2 STR, +HP Regeneration, 6% chance of critical hit	-	18	6%	-	-	-	-
Ancestral Sword + 4	Ancestral Sword, +15 Damage, +3 STR, +HP Regeneration, 9% chance of critical hit	-	24	9%	-	-	-	-

## Appendix: Item Tables

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	Ancestral Sword + 5	Ancestral Sword, + 20 Damage, + 4 STR, + HP Regeneration, 12% chance of critical hit	35	12%	-	-	-	-
Quarterstaff	Basic Quarterstaff	450	5	-	-	-	-	-
Quarterstaff of Confusion	Quarterstaff, Chance of stunning enemies	638	5	-	-	-	-	-
Quarterstaff + 1	Quarterstaff, + 1 Damage	950	6	-	-	-	-	-
Grand Quarterstaff	Quarterstaff, + 15 Damage	14,250	20	-	-	-	-	-
Grand Quarterstaff of Accuracy	Quarterstaff, + 15 Damage, 5% chance of critical hit	16,875	20	5%	-	-	-	-
Exquisite Quarterstaff	Quarterstaff, + 5 Damage, + 1 STR	6,250	10	-	-	-	-	-
Quarterstaff of Vipers	Quarterstaff, + 1 Damage, Poison damage	1,250	6	-	-	5	-	-
Quarterstaff of Magicks	Quarterstaff, + 1 Damage, Increases Magic Missile damage by 15%	3,950	6	-	-	-	-	-
Quarterstaff + 2	Quarterstaff, + 2 Damage	1,900	7	-	-	-	-	-
Quarterstaff + 3	Quarterstaff, + 3 Damage	2,850	8	-	-	-	-	-
Quarterstaff + 4	Quarterstaff, + 4 Damage	3,800	9	-	-	-	-	-
Quarterstaff + 5	Quarterstaff, + 5 Damage	4,750	10	-	-	-	-	-
Exquisite Quarterstaff + 1	Quarterstaff, + 6 Damage, + 1 STR	7,200	11	-	-	-	-	-
Exquisite Quarterstaff + 2	Quarterstaff, + 7 Damage, + 1 STR	8,150	12	-	-	-	-	-
Exquisite Quarterstaff + 3	Quarterstaff, + 8 Damage, + 1 STR	9,100	13	-	-	-	-	-
Exquisite Quarterstaff + 4	Quarterstaff, + 9 Damage, + 1 STR	10,050	14	-	-	-	-	-
Exquisite Quarterstaff + 5	Quarterstaff, + 10 Damage, + 1 STR	11,000	15	-	-	-	-	-
Staff	Basic Staff	1,900	7	-	-	-	-	-
Staff of Confusion	Staff, Chance of stunning enemies	2,538	7	-	-	-	-	-
Staff + 1	Staff, + 1 Damage	2,850	8	-	-	-	-	-
Grand Staff	Staff, + 15 Damage	16,150	22	-	-	-	-	-
Grand Staff of Accuracy	Staff, + 15 Damage, 5% chance of critical hit	18,775	22	5%	-	-	-	-
Exquisite Staff	Staff, + 5 Damage, + 1 STR	8,150	12	-	-	I	O	-
Staff of Vipers	Staff, + 1 Damage, Poison damage	3,150	8	-	-	5	-	-
Staff of Dragons	Staff, + 1 Damage, + 1 INT, Fire damage	5,003	8	-	-	I	3	-
Staff of the Sloth	Staff, + 1 Damage, Increases Sleep effectiveness by 15%	5,850	8	-	-	-	-	-
Staff of Ashes	Staff, + 1 Damage, Increases Burning Hands damage by 15%	5,850	8	-	-	E	-	-
Staff + 2	Staff, + 2 Damage	3,800	9	-	-	-	-	D
Staff + 3	Staff, + 3 Damage	4,750	10	-	-	-	-	D
Staff + 4	Staff, + 4 Damage	5,700	11	-	-	-	-	D
Staff + 5	Staff, + 5 Damage	6,650	12	-	-	-	-	-
Exquisite Staff + 1	Staff, + 6 Damage, + 1 STR	9,100	13	-	-	D	-	-
Exquisite Staff + 2	Staff, + 7 Damage, + 1 STR	10,050	14	-	-	-	-	D
Exquisite Staff + 3	Staff, + 8 Damage, + 1 STR	11,000	15	-	-	A	-	-
Exquisite Staff + 4	Staff, + 9 Damage, + 1 STR	11,950	16	-	-	-	-	A
Exquisite Staff + 5	Staff, + 10 Damage, + 1 STR	12,900	17	-	-	M	-	-
Longpear	Basic Longpear	4,750	10	-	-	-	-	-
Longpear + 1	Longpear, + 1 Damage	5,700	11	-	-	-	-	-
Halcyon Longpear	Longpear, Chance of slowing creatures	5,388	10	-	-	-	-	-
Grand Longpear	Longpear, + 15 Damage	19,000	25	-	-	-	-	A
Grand Longpear of Accuracy	Longpear, + 15 Damage, 5% chance of critical hit	21,625	25	5%	-	G	-	-
Exquisite Longpear	Longpear, + 5 Damage, + 1 STR	11,000	15	-	-	-	-	G
Exquisite Longpear of Insight	Longpear, + 5 Damage, + 1 WIS, + 1 INT, + 1 STR	14,000	15	-	-	E	-	-
Exquisite Longpear of Vitality	Longpear, + 5 Damage, + 1 DEX, + 1 CON, + 1 STR	14,000	15	-	-	-	-	E
Exquisite Longpear of Banes	Longpear, + 5 Damage, + 1 STR, 10% chance of critical hit	15,875	15	10%	-	-	-	-
Longpear of Frost	Longpear, + 1 Damage, Ice damage	7,253	11	-	-	3	-	-
Longpear of Dragons	Longpear, + 1 Damage, + 1 INT, Fire damage	8,753	11	-	-	-	-	3
Longpear of the Shade	Longpear, + 1 Damage, Increases Vampiric Drain damage by 15%	8,700	11	-	-	-	-	-
Longpear of Cinders	Longpear, + 1 Damage, Increases Fireball damage by 15%	8,700	11	-	-	-	-	-
Longpear of the Gale	Longpear, + 1 Damage, Increases Icy Sphere damage by 15%	8,700	11	-	-	-	-	-
Longpear + 2	Longpear, + 2 Damage	6,650	12	-	-	-	-	-
Longpear + 3	Longpear, + 3 Damage	7,600	13	-	-	-	-	-
Longpear + 4	Longpear, + 4 Damage	8,550	14	-	-	-	-	-
Longpear + 5	Longpear, + 5 Damage	9,500	15	-	-	-	-	-
Exquisite Longpear + 1	Longpear, + 6 Damage, + 1 STR	11,950	16	-	-	-	-	-
Exquisite Longpear + 2	Longpear, + 7 Damage, + 1 STR	12,900	17	-	-	-	-	-
Exquisite Longpear + 3	Longpear, + 8 Damage, + 1 STR	13,850	18	-	-	-	-	-
Exquisite Longpear + 4	Longpear, + 9 Damage, + 1 STR	14,800	19	-	-	-	-	-
Exquisite Longpear + 5	Longpear, + 10 Damage, + 1 STR	15,750	20	-	-	-	-	-
Trident	Basic Trident	7,600	13	-	-	-	-	-
Trident + 1	Trident, + 1 Damage	8,550	14	-	-	-	-	-
Halcyon Trident	Trident, Chance of slowing creatures	8,238	13	-	-	-	-	-
Grand Trident	Trident, + 15 Damage	21,850	28	-	-	-	-	-
Grand Trident of Accuracy	Trident, + 15 Damage, 5% chance of critical hit	24,475	28	5%	-	-	-	-
Exquisite Trident	Trident, + 5 Damage, + 1 STR	13,850	18	-	-	-	-	-
Exquisite Trident of Insight	Trident, + 5 Damage, + 1 WIS, + 1 INT, + 1 STR	16,850	18	-	-	-	-	-

## Appendix: Item Tables

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ITEM NAME	DESCRIPTION	PRICE	Critical Chance	Fire	Poison/Acid	Freeze/Water
Exquisite Trident of Vitality	Trident, +5 Damage, +1 DEX, +1 CON, +1 STR	16,850	18	-	-	-
Exquisite Trident of Banes	Trident, +5 Damage, +1 STR, 10% chance of critical hit	18,725	18	10%	-	-
Exquisite Trident of Agility	Trident, +5 Damage, +Attack Speed, +Move Speed, +1 STR	22,468	18	-	-	-
Trident of Dragons	Trident, +1 Damage, +1 INT, Fire damage	13,178	14	-	-	3
Trident of Divinity	Trident, +1 Damage, +HP Regeneration, +Damage to Undead	13,763	14	-	-	-
Trident of the Ram	Trident, +2 Damage, Attack Unblockable	12,500	15	-	-	-
Trident of Frost	Trident, +1 Damage, Ice damage	11,678	14	-	3	-
Trident of Fulmination	Trident, +1 Damage, Increases Fireball damage by 15%	13,050	14	-	-	-
Trident of Ashes	Trident, +1 Damage, Increases Burning Hands damage by 15%	13,050	14	-	-	-
Trident of Magicks	Trident, +1 Damage, Increases Magic Missile damage by 15%	13,050	14	-	-	-
Trident +2	Trident, +2 Damage	9,500	15	-	-	-
Trident +3	Trident, +3 Damage	10,450	16	-	-	-
Trident +4	Trident, +4 Damage	11,400	17	-	-	-
Trident +5	Trident, +5 Damage	12,350	18	-	-	-
Exquisite Trident + 1	Trident, +6 Damage, +1 STR	14,800	19	-	-	-
Exquisite Trident + 2	Trident, +7 Damage, +1 STR	15,750	20	-	-	-
Exquisite Trident + 3	Trident, +8 Damage, +1 STR	16,700	21	-	-	-
Exquisite Trident + 4	Trident, +9 Damage, +1 STR	17,650	22	-	-	-
Exquisite Trident + 5	Trident, +10 Damage, +1 STR	18,600	23	-	-	-
Halberd	Basic Halberd	10,450	16	-	-	-
Halberd + 1	Halberd, +1 Damage	11,400	17	-	-	-
Halcyon Halberd	Halberd, Chance of slowing creatures	11,088	16	-	-	-
Grand Halberd	Halberd, +15 Damage	24,700	31	-	-	-
Grand Halberd of Accuracy	Halberd, +15 Damage, 5% chance of critical hit	27,325	31	5%	-	-
Exquisite Halberd	Halberd, +5 Damage, +1 STR	16,700	21	-	-	-
Exquisite Halberd of Insight	Halberd, +5 Damage, +1 WIS, +1 INT, +1 STR	19,700	21	-	-	-
Exquisite Halberd of Vitality	Halberd, +5 Damage, +1 DEX, +1 CON, +1 STR	19,700	21	-	-	-
Exquisite Halberd of Banes	Halberd, +5 Damage, +1 STR, 10% chance of critical hit	21,575	21	10%	-	-
Exquisite Halberd of Agility	Halberd, +5 Damage, +Attack Speed, +Move Speed, +1 STR	25,318	21	-	-	-
Halberd of the Ram	Halberd, +2 Damage, Attack Unblockable	15,350	18	-	-	-
Halberd of Dragons	Halberd, +1 Damage, +1 INT, Fire damage	18,278	17	-	-	3
Halberd of Divinity	Halberd, +1 Damage, +HP Regeneration, +Damage to Undead	20,363	17	-	-	-
Halberd of Frost	Halberd, +1 Damage, Ice damage	16,778	17	-	3	-
Halberd of Perfection	Halberd, +2 Damage, 10% Chance of criticals, +1 STR, +Attack Speed	26,585	18	10%	-	-
Halberd of the Gale	Halberd, +1 Damage, Increases Icy Sphere damage by 15%	17,400	17	-	-	-
Halberd of the Arctic	Halberd, +1 Damage, Increases Circle of Cold damage by 15%	17,400	17	-	-	-
Halberd of the Tempest	Halberd, +1 Damage, Increases Meteor Swarm damage by 15%	17,400	17	-	-	-
Halberd +2	Halberd, +2 Damage	12,350	18	-	-	-
Halberd +3	Halberd, +3 Damage	13,300	19	-	-	-
Halberd +4	Halberd, +4 Damage	14,250	20	-	-	-
Halberd +5	Halberd, +5 Damage	15,200	21	-	-	-
Exquisite Halberd + 1	Halberd, +6 Damage, +1 STR	17,650	22	-	-	-
Exquisite Halberd + 2	Halberd, +7 Damage, +1 STR	18,600	23	-	-	-
Exquisite Halberd + 3	Halberd, +8 Damage, +1 STR	19,550	24	-	-	-
Exquisite Halberd + 4	Halberd, +9 Damage, +1 STR	20,500	25	-	-	-
Exquisite Halberd + 5	Halberd, +10 Damage, +1 STR	21,450	26	-	-	-
Ancestral Staff + 1	Ancestral Staff	-	6	-	-	-
Ancestral Staff + 2	Ancestral Staff, +5 Damage, +1 INT, +HP Regeneration, 3% chance of critical hit	-	12	3%	-	-
Ancestral Staff + 3	Ancestral Staff, +10 Damage, +2 INT, +HP Regeneration, 6% chance of critical hit	-	18	6%	-	-
Ancestral Staff + 4	Ancestral Staff, +15 Damage, +3 INT, +HP Regeneration, 9% chance of critical hit	-	24	9%	-	-
Ancestral Staff + 5	Ancestral Staff, +20 Damage, +4 INT, +HP Regeneration, 12% chance of critical hit	-	35	12%	-	-

## Jewelry

ITEM NAME	DESCRIPTION	PRICE	Critical Chance	Fire	Poison/Acid	Freeze/Water
Blood Ring + 1	Increases Constitution by +1 while ring is equipped	3,000	-	-	-	-
Blood Ring + 2	Increases Constitution by +2 while ring is equipped	6,000	-	-	-	-
Blood Ring + 3	Increases Constitution by +3 while ring is equipped	9,000	-	-	-	-
Blood Ring + 4	Increases Constitution by +4 while ring is equipped	12,000	-	-	-	-
Blood Ring + 5	Increases Constitution by +5 while ring is equipped	15,000	-	-	-	-
Circlet of Charms + 1	Increases Charisma by +1 while ring is equipped	4,000	-	-	-	-
Circlet of Charms + 2	Increases Charisma by +2 while ring is equipped	8,000	-	-	-	-
Circlet of Charms + 3	Increases Charisma by +3 while ring is equipped	12,000	-	-	-	-
Circlet of Charms + 4	Increases Charisma by +4 while ring is equipped	16,000	-	-	-	-
Circlet of Charms + 5	Increases Charisma by +5 while ring is equipped	20,000	-	-	-	-
Circlet of the Wise + 1	Increases Wisdom by +1 while ring is equipped	3,000	-	-	-	-

## Appendix: Item Tables

STR	DEX	CON	INT	WIS	CHA	HP REGENERATION	MW REGENERATION	ITEM NAME
STRENGTH	-	1	-	-	-	1	1	Blood Ring + 1
	-	2	-	-	-	1	1	Blood Ring + 2
	-	3	-	-	-	1	1	Blood Ring + 3
	-	4	-	-	-	1	1	Blood Ring + 4
	-	5	-	-	-	1	1	Blood Ring + 5
	-	-	-	-	1	-	-	Circlet of Charms + 1
	-	-	-	-	2	-	-	Circlet of Charms + 2
	-	-	-	-	3	-	-	Circlet of Charms + 3
	-	-	-	-	4	-	-	Circlet of Charms + 4
	-	-	-	-	5	-	-	Circlet of Charms + 5
-	-	-	-	1	-	-	-	Circlet of the Wise + 1

Circlet of the Wise + 2	Increases Wisdom by +2 while ring is equipped	6,000	—	—	—	—	—
Circlet of the Wise + 3	Increases Wisdom by +3 while ring is equipped	9,000	—	—	—	—	—
Circlet of the Wise + 4	Increases Wisdom by +4 while ring is equipped	12,000	—	—	—	—	—
Circlet of the Wise + 5	Increases Wisdom by +5 while ring is equipped	15,000	—	—	—	—	—
Lynx Ring + 1	Increases Dexterity by +1 while ring is equipped	3,000	—	—	—	—	—
Lynx Ring + 2	Increases Dexterity by +2 while ring is equipped	6,000	—	—	—	—	—
Lynx Ring + 3	Increases Dexterity by +3 while ring is equipped	9,000	—	—	—	—	—
Lynx Ring + 4	Increases Dexterity by +4 while ring is equipped	12,000	—	—	—	—	—
Lynx Ring + 5	Increases Dexterity by +5 while ring is equipped	15,000	—	—	—	—	—
Ring of Rings	Increases all Abilities by +2	36,000	—	—	—	E	E
Ring of Stars + 1	Increases Intelligence by +1 while ring is equipped	3,000	—	—	—	—	—
Ring of Stars + 2	Increases Intelligence by +2 while ring is equipped	6,000	—	—	—	E	E
Ring of Stars + 3	Increases Intelligence by +3 while ring is equipped	9,000	—	—	—	—	—
Ring of Stars + 4	Increases Intelligence by +4 while ring is equipped	12,000	—	—	—	I	I
Ring of Stars + 5	Increases Intelligence by +5 while ring is equipped	15,000	—	—	—	S	S
Ring of Ogres + 1	Increases Strength by +1 while ring is equipped	5,000	—	—	E	S	S
Ring of Ogres + 2	Increases Strength by +2 while ring is equipped	10,000	—	—	E	S	S
Ring of Ogres + 3	Increases Strength by +3 while ring is equipped	15,000	—	—	E	S	S
Ring of Ogres + 4	Increases Strength by +4 while ring is equipped	20,000	—	—	E	S	S
Ring of Ogres + 5	Increases Strength by +5 while ring is equipped	25,000	—	—	E	S	S
Eye of Mialee	Adds +4 to Intelligence and +2 to Constitution	18,000	—	E	R	—	—
Jozan's Circlet	Adds +4 to Wisdom and +2 to Charisma	18,000	—	—	—	/	—
Ring of the Rogue	Adds +4 to Dexterity and +2 to Wisdom	18,000	—	E	E	—	—
Tordek's Mettle	Adds +4 to Strength and +2 to Constitution	28,000	—	—	—	—	—
Ring of Accuracy	Increases the likelihood of a critical hit by 5%	15,000	5%	—	—	—	—
Ring of Banes	Increases the likelihood of a critical hit by 10%	27,000	10%	—	—	—	—
Ring of Meditation	Increases MW regeneration rate by 10%	22,500	—	E	—	—	—
Ring of Regeneration	Increases HP regeneration rate by 10%	22,500	—	—	—	T	T
Serpent's Ring	Provides some resistance to poisoning and minor HP regeneration	3,000	—	—	E	10%	—
Ring of Dragons	Provides resistance to fire damage	6,000	—	5%	E	—	E
Ring of Vipers	Provides resistance to poison damage	6,000	—	—	E	5%	—
Ring of Frost	Provides resistance to ice damage	6,000	—	S	E	—	5%
Ring of Haste	Increases movement speed	15,000	—	—	—	—	—
Ring of Swiftness	Increases attack speed	30,000	—	S	I	—	—
Ring of Focus	Increases power up speed	15,000	—	—	E	—	T
Blood Necklace + 2	Increases Constitution by +2 while necklace is equipped	6,000	—	—	—	—	—
Blood Necklace + 4	Increases Constitution by +4 while necklace is equipped	12,000	—	—	—	—	—
Blood Necklace + 6	Increases Constitution by +6 while necklace is equipped	21,000	—	—	—	—	—
Necklace of Charms + 2	Increases Charisma by +2 while necklace is equipped	8,000	—	—	—	—	—
Necklace of Charms + 4	Increases Charisma by +4 while necklace is equipped	16,000	—	—	—	—	—
Necklace of Charms + 6	Increases Charisma by +6 while necklace is equipped	24,000	—	—	—	—	—
Necklace of the Wise + 2	Increases Wisdom by +2 while necklace is equipped	6,000	—	—	—	—	—
Necklace of the Wise + 4	Increases Wisdom by +4 while necklace is equipped	12,000	—	—	—	—	—
Necklace of the Wise + 6	Increases Wisdom by +6 while necklace is equipped	21,000	—	—	—	—	—
Lynx Pendant + 2	Increases Dexterity by +2 while necklace is equipped	6,000	—	—	—	E	T
Lynx Pendant + 4	Increases Dexterity by +4 while necklace is equipped	12,000	—	—	—	—	—
Lynx Pendant + 6	Increases Dexterity by +6 while necklace is equipped	21,000	—	—	—	—	—
Necklace of Stars + 2	Increases Intelligence by +2 while necklace is equipped	6,000	—	—	—	—	—
Necklace of Stars + 4	Increases Intelligence by +4 while necklace is equipped	12,000	—	—	—	—	—
Necklace of Stars + 6	Increases Intelligence by +6 while necklace is equipped	21,000	—	—	—	—	—
Pendant of Ogres + 2	Increases Strength by +2 while necklace is equipped	10,000	—	—	—	—	—
Pendant of Ogres + 4	Increases Strength by +4 while necklace is equipped	20,000	—	—	—	—	—
Pendant of Ogres + 6	Increases Strength by +6 while necklace is equipped	30,000	—	—	—	—	—



## Appendix: Item Tables



# Dungeons & Dragons Heroes™ Prima's Official Strategy Guide

## Miscellaneous

Item Name	Description	Price	STR	DEX	CON	INT	WIS	CHA	DAM Multiplier
Bard's Brew Elixir	Increases Charisma by +1 permanently	3,500	-	-	-	-	-	1	-
Cat's Grace Elixir	Increases Dexterity by +1 permanently	3,500	-	1	-	-	-	-	-
Elixir of Dragons	Increases Constitution by +1 permanently	3,500	-	-	1	-	-	-	-
Elixir of Elixirs	Increases all Abilities by +1 permanently	3,500	1	1	1	1	1	1	-
Elixir of Knowing	Increases Intelligence by +1 permanently	3,500	-	-	-	1	-	-	-
Elixir of Prowess	Adds +10 MW permanently	7,500	-	-	-	-	-	-	-
Elixir of Vitality	Adds +10 HP permanently	7,500	-	-	-	-	-	-	-
Giant's Touch Elixir	Increases Strength by +1 permanently	3,500	1	-	-	-	-	-	-
Intuit's Elixir	Increases Wisdom by +1 permanently	3,500	-	-	-	-	1	-	-
Skeleton Key	Opens most locked doors and all treasure chests	70	-	-	-	-	-	-	-
Skeleton Key Ring	Opens most locked doors and all treasure chests, three keys	175	-	-	-	-	-	-	-
Anti-Venom	Cures poison and briefly provides resistance	50	-	-	-	-	-	-	-
Berserk Brew	Doubles all damage done for brief period of time	200	-	-	-	-	-	-	x2
Potion of Haste	Temporarily increases attack speed	200	-	-	-	-	-	-	-
Will Potion Small	Restores light MW	100	-	-	-	-	-	-	-
Will Potion Medium	Restores moderate MW	200	-	-	-	-	-	-	-
Will Potion Large	Restores heavy MW	300	-	-	-	-	-	-	-
Healing Potion Small	Restores light HP	100	-	-	-	-	-	-	-
Healing Potion Medium	Restores moderate HP	200	-	-	-	-	-	-	-
Healing Potion Large	Restores heavy HP	300	-	-	-	-	-	-	-
Acid Flask	Causes a giant splash of acid	40	-	-	-	-	-	-	-
Fiery Oil	Creates a fiery explosion	40	-	-	-	-	-	-	-
Fire Flask	Creates a larger fiery explosion	75	-	-	-	-	-	-	-
Fire Bomb	Creates a giant fiery explosion	150	-	-	-	-	-	-	-
Flash Freeze	A magical flash frost that may briefly freeze all enemies	300	-	-	-	-	-	-	-
Globe Potion	Provides a degree of Resistance to Magical and Physical attacks	550	-	-	-	-	-	-	-
Holy Water Potion	Causes damage to undead	50	-	-	-	-	-	-	-
Insect Plague	Releases a cloud of stinging insects	50	-	-	-	-	-	-	-
Thunderstone	Creates sonic boom that damages and stuns creatures	25	-	-	-	-	-	-	-
Thrown Axe of Ruin	Thrown weapon - may instantly kill its target	150	-	-	-	-	-	-	-
Pyrokins	Thrown weapon - causes incredible fiery blast upon impact	50	-	-	-	-	-	-	-
Thrown Dagger	Thrown weapon - a basic thrown dagger	5	-	-	-	-	-	-	-
Thrown Dagger of Stunning	Thrown weapon - temporarily stuns its victim	50	-	-	-	-	-	-	-
Thrown Hammer	Thrown weapon - a basic thrown hammer	10	-	-	-	-	-	-	-
Thrown Viper Axe	Thrown weapon - causes poisoning in its victim	15	-	-	-	-	-	-	-
Thrown Halcyon Hammer	Thrown weapon - causes its victim to temporarily slow down	40	-	-	-	-	-	-	-
Rod of Fire	Shoots a fire ball at enemies	150	-	-	-	-	-	-	-
Rod of Miracles	Heals all ally HP and MW	550	-	-	-	-	-	-	-
Rod of Destruction	Deals incredible damage to all creatures in sight	750	-	-	-	-	-	-	-
Rod of Reflection	Reflects a % of damage done to Hero back to enemy	500	-	-	-	-	-	-	-
Rod of Shadows	Makes you invisible for a brief time	400	-	-	-	-	-	-	-
Rod of Missiles	Shoots Magic Missile at enemies	75	-	-	-	-	-	-	-
Raise Dead Amulet	Resurrects dead Hero	1,000	-	-	-	-	-	-	-
Tome of Pupil	Adds +10 Level Up Points on level gain	2,000	-	-	-	-	-	-	-
Tome of Lessons	Adds +20 Level Up Points on level gain	3,800	-	-	-	-	-	-	-
Tome of Apprentice	Adds +30 Level Up Points on level gain	5,400	-	-	-	-	-	-	-
Tome of Teacher	Adds +40 Level Up Points on level gain	6,800	-	-	-	-	-	-	-
Tome of the Master	Adds +50 Level Up Points on level gain	8,000	-	-	-	-	-	-	-
Warp Stone	Opens a single use, two-way portal to Castle Baela	50	-	-	-	-	-	-	-



# Appendix: Item Tables

HP	MW	Damage Reflect	Item Name
-	-	5-7	Bard's Brew Elixir
-	-	-	Cat's Grace Elixir
-	-	-	Elixir of Dragons
-	-	-	Elixir of Elixirs
-	-	-	Elixir of Knowing
-	10	-	Elixir of Prowess
10	-	1-7	Elixir of Vitality
-	-	-	Giant's Touch Elixir
-	-	-	Intuit's Elixir
-	-	-	Skeleton Key
-	-	-	Skeleton Key Ring
-	-	-	Anti-Venom
-	-	-	Berserk Brew
-	-	-	Potion of Haste
-	-	-	Will Potion Small
-	-	-	Will Potion Medium
-	-	-	Will Potion Large
-	-	-	Healing Potion Small
-	-	-	Healing Potion Medium
-	-	-	Healing Potion Large
-	-	-	Acid Flask
-	-	-	Fiery Oil
-	-	-	Fire Flask
-	-	-	Fire Bomb
-	-	-	Flash Freeze
-	-	-	Globe Potion
-	-	-	Holy Water Potion
-	-	-	Insect Plague
-	-	-	Thunderstone
-	-	5-7	Thrown Axe of Ruin
-	-	-	Pyrokins
-	-	-	Thrown Dagger
-	-	-	Thrown Dagger of Stunning
-	-	-	Thrown Hammer
-	-	-	Thrown Viper Axe
-	-	-	Thrown Halcyon Hammer
-	-	-	Rod of Fire
-	-	-	Rod of Miracles
-	-	-	Rod of Destruction
-	-	-	Rod of Reflection
-	-	-	Rod of Shadows
-	-	-	Rod of Missiles
-	-	-	Raise Dead Amulet
-	-	-	Tome of Pupil
-	-	-	Tome of Lessons
-	-	-	Tome of Apprentice
-	-	-	Tome of Teacher
-	-	-	Tome of the Master
-	-	-	Warp Stone

## Cheats

To access the Cheat Menu in-game, simultaneously press **□+Y+A** during a level's gameplay.

WHAT IT DOES	CHEAT CODE
Unlock "Nightmare" Difficulty Level	MPS LABS
Invulnerable	PELOR
Unlimited Mystical Will	OBADHAI
Turn off Invulnerable/Unlimited MW cheats	UNBUFF
Plays Credits Movie	CREDITS

The cheats listed above are only some of the cheats, not all of them. Try entering some of the last names of the members of the Development Team and see what happens....

